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METAL GEAR
SOLID

STAFF:

VERSUS BOOKS

VOLUME 5

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Please note that we have endeavored to make this guide as accurate and complete as possible. However, should there be anything in the final release version of the game that is not covered in this guide, we will provide updates on our web site: www.vsbooks.com

BASIC TRAINING

HAND TO HAND COMBAT



Even late in the game when you have a variety of high-powered weapons, basic techniques can be very powerful. Here Snake uses a single throw to take down three enemies, allowing him to escape while they recover.



And this throw sent its target free-falling down nearly twenty floors. But you only need to knock an enemy down one floor to kill him instantly.

block the bullets of his companions), choke the person until they're unconscious, or strangle them to death. It all depends on how many times you press the Weapon Button. Usually, if you press the Weapon Button 7 times, it knocks the enemy out and if you press it 10 times, you snap his neck like the proverbial pixie stick. This can be done without the enemy detecting Snake, but it takes great timing and patience. To succeed, you'll need to sneak up from directly behind your foes.

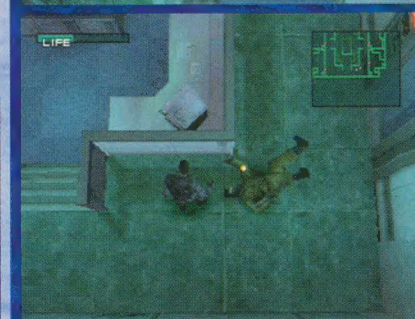
Sneak's an expert in unarmed combat. He can pretty much knock the crap out of any soldier in his way. All you have to do is press the Attack Button to punch. When you press it several times in a row, Snake will do a 3-hit punch/kick combo. The punch/kick combo will always knock your enemy down, but if you want to knock him out, you need to hit him between 5 and 7 times. If you knock him down once and then hit him a couple of times after he gets up, he'll be seeing stars. Otherwise, you have to punch him about 7 times in a row to knock him cold. You can do consecutive punches (without kicks) by pressing the Attack button a little more slowly. It's all about timing.

But that's not all that Snake can do. If you press the Weapon Button along with the D-Pad, when you're barehanded, you can flip and throw the bad guys. If you flip a soldier onto another soldier, you can take 'em both out at once. You can even throw a soldier down a flight of stairs or over a 2nd floor railing. Try it, you won't be sorry. It generally takes two consecutive throws to make an opponent unconscious, but only one throw over a 2nd story ledge to kill.

The most important move you've got to master is Snake's "sleeper hold". When you get close to an enemy, just press the Weapon Button without holding the direction pad. After you get the enemy in the choke hold, you can choose to either drag that person around (and even use them as human body armor to



Here Snake demonstrates proper choking technique. The distance between Snake and his prey in the top shot is the minimum distance necessary to grab him.



Note the radar in these two pictures: It is possible to blindside foes with punches and throws without them noticing you.



It's difficult to use dragging techniques effectively, but it's lots of fun to trick an enemy into shooting one of his own.

USING YOUR RADAR



When evading cameras, keep your eyes fixed on the radar, not the rest of the screen. It tells you everything you need to avoid the camera completely.

Sneak uses a personal radar system called Soliton Radar. It shows you the layout of the area you're in, your enemies, traps, cameras and bosses, etc. In fact, it even shows your enemy's field of vision so you can stay out of sight. Your radar is probably your single most important survival tool in the world of Metal Gear. In order to sneak around undiscovered, it's absolutely vital that you learn to use your radar effectively.

Take a look at your radar screen. The white dot in the middle of the screen is you, Solid Snake. When you switch to First Person View, you'll see a green cone coming from your dot. That represents Snake's field of vision. The enemies are shown on the radar as red dots with blue cones representing their field of vision. When an enemy

hears a strange noise (like Snake running through a puddle or tapping on a wall), that enemy's cone changes from blue to red. That indicates that the enemy is suspicious and looking for the source of the noise. Surveillance cameras and gun cameras also show up on the radar with their field of view shown as a yellow cone.

There are some times in the game when you can't use your radar. When an enemy spots you, they immediately start electronic jamming countermeasures. Consequently, you can't use your radar (and some other electronic devices) when you're in Danger or Evasion Mode. You have to manage to stay out of sight until the timer runs down to zero. In this situation, you'll probably find it helpful to find a good wall to stick up against and use your Behind Mode to keep your eye on what's happening.

You also can't use your radar when you're crawling through an air duct or underneath a tank or something. This can be rough, because you may find yourself crawling right out from the safety of a tank and right into a soldier's line of sight. The best way to avoid this is to stop before crawling out, and listen. If the enemy soldier is coming your way, you'll be able to hear his footsteps getting closer.

When you tap on walls or make noise from an action like running through a puddle, guards become suspicious and turn red on the radar.



Unfortunately, your radar disappears completely when you hide under things, such as the desk in this level.



GAME PERSPECTIVES



The Behind Mode perspective.

The game usually takes place in overhead view, but there are a few exceptions. When you use First Person View Mode, the camera shifts so that you see things from Snake's perspective. This is useful when you want to take a closer look at your surroundings - like what security level a door is or the contents of an item box - or even if you just want to stare at Meryl's breasts.

When Snake stands with his back against certain walls or objects, the camera shifts to show a nice view of the area. This is called Behind Mode and it's useful when you want to stay hidden while checking out your surroundings. To stay in Behind Mode, you have to keep Snake pressed flat up against the wall.

When Snake crawls underneath objects or through an air vent, the camera shifts to Snake's perspective. You can't use your radar in this mode, but you can still use your First Person View to look around.

Certain items, when equipped, also change your view. When you equip the PSG1, Stinger missile, or camera, the screen changes so that you're looking through the item's scope or viewfinder. In addition, after you fire a Nikita missile, you can either track its progress from an overhead view, or if you press the First Person View Button, you can watch from the camera mounted on the missile's nose cone.

Certain weapons have their own perspectives, like the PSG-1's sniper sight.



The first person view is useful for, among other things, checking out the security level on locked doors and identifying items without picking them up.



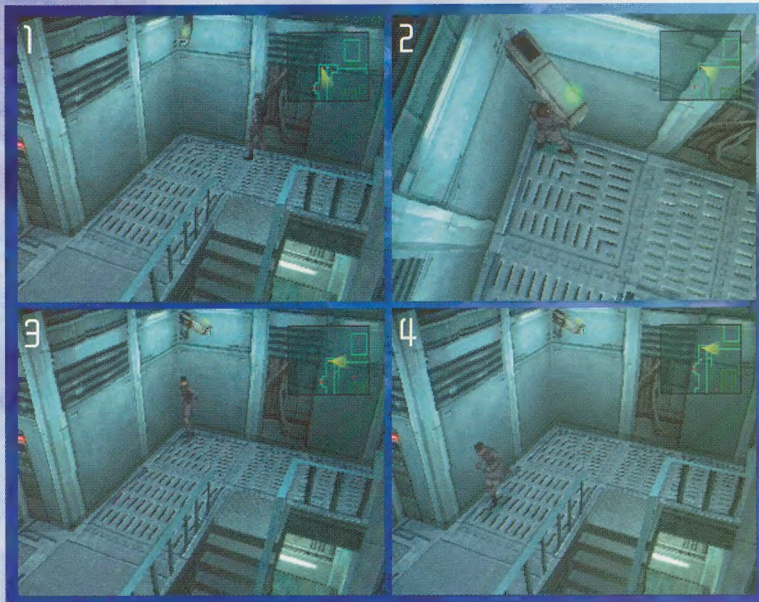
CAMERA EVASION

There are two types of cameras in this game, surveillance cameras and gun cameras. The easiest way to deal with them is by tossing a Chaff Grenade. That'll disable them for about 10 seconds.

But if you don't have any spare Chaff Grenades, you'll just have to sneak your way past them. First, stay out of the camera's field of vision (the yellow cone) until it's pointed away from you. Then when you see your chance, run and stick up against the wall directly under the camera (that's its blind spot). Then wait for the camera to rotate in the other direction again and when it's safe, take off! If done carefully, this will get you safely past most cameras, but there are a few gun cameras that will fire on you if you stand directly under them. Another great way to get past cameras is by disguising yourself with a cardboard box. You'll be fine as long as you don't move when you're hidden under the box.

If you don't have the patience for the method shown above, you can always just toss a Chaff... Or blow the damn thing up.

There are a couple of important differences



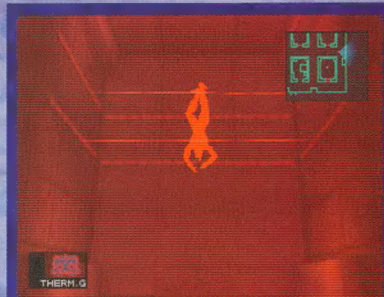
between surveillance cameras and gun cameras. The surveillance cameras will sound an alarm if they spot you, but the gun cameras won't - they just shoot at you. Another thing is that while all surveillance cameras can be easily spotted on the radar by their yellow cone indicating their field of vision, gun cameras don't always show up on radar. Gun Cameras can, however, be destroyed by any weapon capable of producing an explosion (ie, Grenades, Nikitas, C4, Stingers). Actually, so can regular cameras, but they'll set off an alarm first, so there's not much point to that.

TRAP EVASION

the game. Here's a quick introduction.

Infrared sensors: There are two different types of infrared sensors:

The fixed-beam kind and the moving-beam kind. In both cases, if you touch the beams, you'll set off an alarm. The infrared beams are invisible to the naked eye and the only way to spot them is by using your Thermal Goggles or by smoking a cigarette near them (I'm sure Senator Lieberman is going to love this one!) After you see where the beams are, you have to crawl under and through them.



There are a few traps that pop up several times in

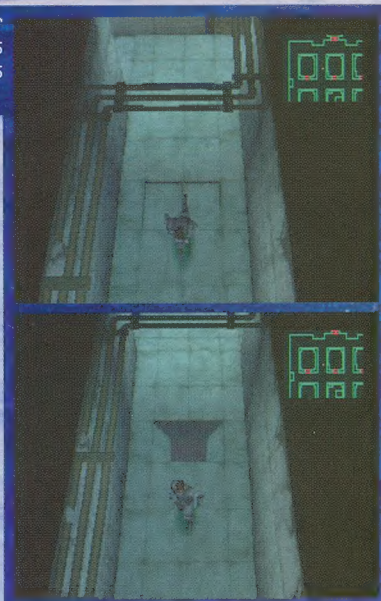
If you don't let their sudden appearances shake you, floor traps are easily ignored.

Trap doors: These operate with a pressure sensing device. When you walk or crawl on top of these invisible traps, they sense your weight and a trap door opens up. If you fall into one of these, it's game over, so listen up good. Just before the traps open up, they make a clicking noise. That's your signal to move your butt. You've got just enough time to get off the trap door before it opens. If you already know where the traps are, you can just run right over them with impunity. Remember, you're safe as long as you don't stop.

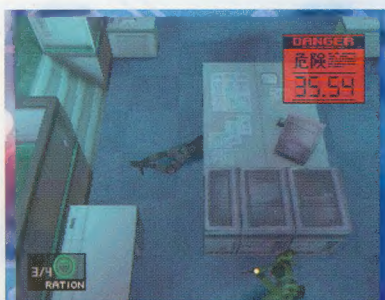
Thermal Goggles allow you to see both Infrared beams and landmines, although the Mine Detector is better for the latter. Both traps are easily dealt with once you know they're there: Infrared beams can be crawled under, mines can be disarmed and added to your inventory.

Claymore mines: These

nasty suckers do a pretty good amount of damage, so be careful. You can spot hidden Claymore mines with your Mine Detector. They'll show up on your radar and you can even see their blast zone as a yellow cone. The Claymores themselves can also be spotted with Thermal Goggles, but they don't work as well because you can't see their blast zone. The good thing about Claymores is that you can crawl forward to retrieve them and use them later yourself.



DANGER MODE TACTICS



Hiding under a table or something is usually your best bet, but if the enemy is too close behind he'll see you go down there and throw grenades after you. In that situation, a Stun Grenade works nicely, or you can simply let him chase you around an object until time runs out.

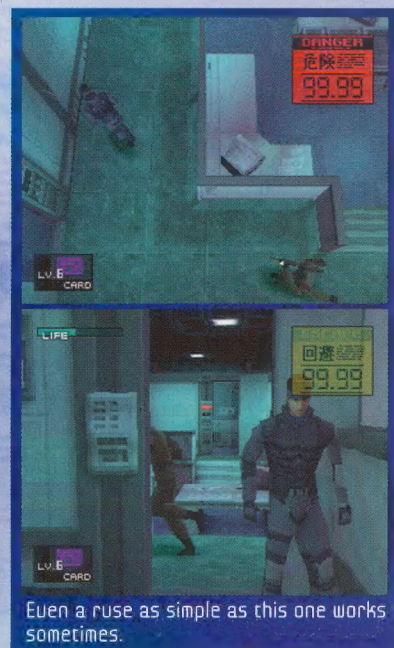


It's kind of tough to give general tactics on this subject since it depends a lot on the area you're in. But there are several points to remember that can help you wherever you are. After you're spotted by the enemy and the alarm goes off, the most important thing is to get out of visual range of the soldiers pursuing you. Once you're out of their sight, you can try to find a nice hiding spot. In just about every area, there are good places to hide - you just have to look for them. Generally, the best places to hide are under objects (desks, tanks, etc.). If there's nothing to hide under, try to find a dark, dark shadow and stick up against the wall in it. As far as places to hide, the sky's the limit. You can duck into doors, hide behind crates or around corners. After the Danger Mode timer (the red one) runs out, you'll enter Evasion Mode and the yellow timer will start. At this point, the soldiers will still be looking for you, but they have no idea where you are. Just stay hidden and when this timer reaches zero, the soldiers will return to their positions.

In some cases, you can get out of Danger Mode by killing every soldier that's coming after you, but this is the exception rather than the rule. When you're spotted, flight is a lot smarter than fight. But something that can really help you escape from danger is the Stun Grenade. It will knock your enemies out long enough to get out of sight. Then all you have to do is find a nice place to hide and you're out of the woods.

Finally, if there's nowhere to hide but there is an obstacle like a crate or a pillar, you can escape from guards by simply staying on the opposite side of the obstacle. Essentially, you'll be running cartoonishly around the object with the guard chasing ad infinitum. Since you're the same speed as the guards, they'll never catch you and as long as you're not in their visual range, the escape timer will continue to run down. I guess these Genome Soldiers have a pretty short memory cause once that timer runs down, it doesn't matter what they were doing a second ago. They're chasing you around a crate like Sylvester and Tweety Bird one minute, the next minute they're running back to their positions. Go figure.

In most areas with guards, you can reset the guards by leaving the area and then coming back. Also, even if you've killed 3 out of 4 guards in an area, once you get into Danger Mode, they'll magically come back to life and come after you (I don't know, maybe they're different guards after all).



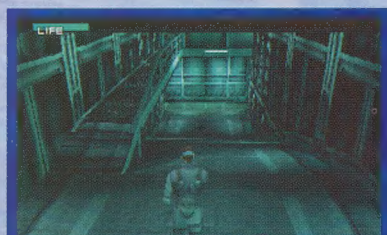
Even a ruse as simple as this one works sometimes.

RATIONS

Rations are your lifeline! Generally, if you don't have a full supply of rations, you should think about trying to find some more. If you haven't passed any spare ones along the way, you can always try to get rations by stealthily killing a guard somewhere. They'll usually give you either rations, Socom ammo, or Famas ammo, but only if you kill them without them first sending off an alarm. If you're playing in Extreme mode, this is literally the *only* way to get rations.

Whenever possible, keep your rations equipped. When Snake's Life Gauge reaches zero, he'll automatically eat rations if they're equipped. Trust me, remember that little trick and it will save your ass more than a few times. The other good reason for keeping them equipped is so that they don't freeze. In certain places in the game, your rations will freeze if they're not equipped. You can't use them when they're frozen, so first you have to defrost them. You can do that by equipping them.

If you can't carry any more rations but your life bar isn't full when you pass a ration in a remote location, you might want to eat the ration to clear up some space, and then take them. However the game does keep track of how many rations you use. Use too many and your rating at the end of the game will suffer for it. Your life will automatically fill up when you go up a level at the end of a boss confrontation anyway, so don't waste rations when a boss is near death.



You get a free life refill whenever you level up, and sometimes you get your ration capacity increased. What I want to know is, what the hell is it that Snake does when he goes up a level? He raises his hand to his mouth and then... what? Licks himself? Eats a handful of M&M's? Uses an asthma inhaler?

Equipped rations save Snake's bacon once again.



STEALTH TACTICS



Check out the radar in the upper right corner of this picture: Snake and this guard are so close they practically have their tongues in each other's mouths but *he still can't see you*. There are no tricks or obstacles involved, this is exactly how far away you can be from an enemy and still not be noticed.

Stealth is a state of mind. It's all about using your brains and not always going for the gun. Anyone can kill by emptying a magazine of hot lead into a guy's brains, but it takes a real man (or woman) to sneak up on an enemy and choke him from behind.

But while we all know that killing is fun (right Senator Lieberman?), sometimes it's safer and better just to stay out of sight. Once again, the cardinal rule is: Watch your radar! The enemies usually patrol along a predictable route. So as long as you know where the soldiers are going, it's an easy matter to stay out of their sight. These soldiers

may be genetically enhanced, but whatever the doctor was doing, he didn't improve their eyesight. These guys have all the visual acuity of a star-nosed mole.

But the soldiers don't necessarily have to see you directly to know you're there. They can spot your footprints in the snow or hear you running over certain terrain. When Snake runs over puddles or a metal grating, he makes a noise that the guards can hear. Their little blue cone will turn red and they'll come in your direction. To move silently, you can crawl over the puddle or grating, but it's even easier to just do quick taps on the keypad to make sort of a "shuffle" across. It looks stupid but it gets the job done, so what the hell. As far as the snow goes, don't worry too much about it. The prints fade after a few seconds and even if an enemy spots them, he won't necessarily catch you.

Guards will also become suspicious if they see another guard's dead body (a fresh corpse always makes my Spidey sense tingle a little too). Sometimes guards will hear your gunshots if they're close enough, but once you get a suppressor for your SOCOM, you can avoid this problem entirely.

Compare these two pictures: In the top shot, Snake haphazardly dashes across this noisy catwalk, and the guard becomes suspicious (you can tell because his line of vision is red in the radar). In the bottom one, Snake carefully tap-walks across (which can also be done by pressing lightly on an analog pad) and the guard, from the same distance away, doesn't hear a thing.



This sharp fellow has spotted Snake's footsteps and decided to follow them. Too bad they lead to a landmine! Bwahahahaha!

DIVERSIONARY TACTICS

Landmines and tapping make a naturally flava'-ful combination. Set a landmine, then lure a nearby guard by tapping on a wall (hold back and then press the weapon button). When he comes to investigate...

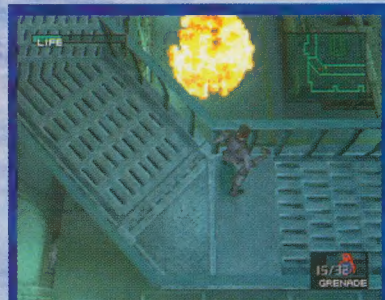


The enemies may not be smart, or observant, or effective, but they are... Um... complicated. There are lots of little things in their programming that you can exploit to pull off some fancy, complicated maneuvers. For example, if you toss a grenade to the first floor from a second-story ledge, it will set off an alarm, but the guards will all go running to the site of the explosion. If you're feeling nasty, you can follow it up with another grenade and off a group of 'em at once.

It's never really necessary (or even particularly useful) to trick guards in the course of the game, but certain diversionary techniques do come in handy in the UA Mode. In certain levels, you can create effective strategies involving false footprint trails or

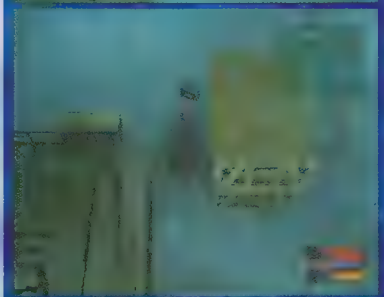
suspicious taps on walls. And anyone with that magic mixture

of one part imagination and two parts sadism can use it to make all sorts of nasty traps in the course of the game, such as the tapping/land mine trap illustrated to the left.



WEAPON TRICKS

RELOADING: Socom pistols and Famas rifles use clips of bullets, displayed below the picture of the weapon. When the clip is emptied, Snake automatically reloads it the next time you press the fire button, but it takes a little time and may get you in trouble. If you want to reload your weapon manually, quickly press the R2 button twice. This technique may be the difference between giving a bullet and taking one.



It doesn't matter whether you can see your quarry or not, just line up a shot, fire three quick shots, then go collect your prize.

OFF-SCREEN KILLS: Even if an enemy is off-screen, that doesn't mean you can't wax him. In fact it's the best way, because you'll kill him stealthily and probably get an item out of it. If the enemy is relatively close, you can still use the SOCOM's automatic targeting system, just press and hold the Square Button until you see the laser shift onto its target, then release the button to shoot. Press the button 2 or 3 more times and blow your target away. If they're further away you'll have to do the aiming manually, by lining the Solid Snake dot up with the enemy dot on your radar. The only important thing to remember is that if you're not using a silencer, you've got to take him out quick with 3 or 4 consecutive shots. If you just wing him, he'll most likely send off an alarm and you'll be in trouble.

RUNNING AND SHOOTING: This is a tricky maneuver, but one that will come in handy in a few situations.

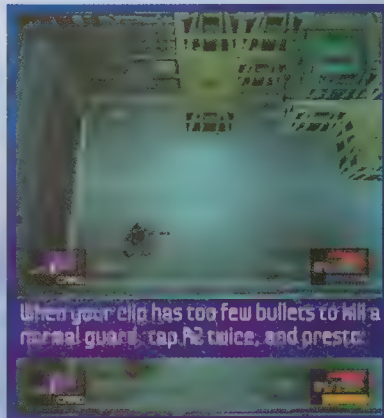
In order to run and shoot at the same time, press and hold the weapon button, and then hold the crouch button.

As long as the crouch button is held down, you'll be able to move freely while your gun is out. If you're using the SOCOM, you won't be able to auto-target (you'll still have the laser pointer), while if you're using the FAMAS you won't be able to stop firing. This is a key strategy in the UR Training's Gun Shooting mode.

The rapid-firing FAMAS is nearly impossible to control while running. And that's half the fun, really.



The "Run & Gun" strategy is vital to beat the best times in the Gun Shooting mode.



When your clip has too few bullets to kill a normal guard, tap R2 twice, and presto!



And mastery of it will let you tear through the first boss in a matter of seconds!

CODEC USAGE

The codec plays a big role in this game. In fact, Snake spends more time gabbing on the phone than a yenta with a pre-paid phone card. In any case, there are times when

you get stuck in the game when you'll need to call on the codec. Besides, some of it quite informative, even a little entertaining (accent on the little!) Here's a list of the people you can call on the codec, their frequencies, and the type of information they can provide to you.



***Campbell and Naomi: 140.85:**

Campbell will give you tips on the controls, how to defeat enemies, and how to advance to the next stage of the game. Naomi gives info about Foxhound members, genetic gobledygook, and how to defeat boss enemies.



***Mei Ling: 140.96**

The only real reason to call Mei Ling is to save your game. In fact, you might want to do this as infrequently as possible because Mei Ling always talks your ear off with meaningless and annoying Chinese proverbs.



***Master Miller: 141.80**

Master Miller gives survival tips and info about Alaskan wildlife. Nothing terribly useful. He also gives general advice about how to be a true warrior. But why does he have to keep those stupid sunglasses on?



***Nastasha: 141.52**

Nastasha is the weapons specialist. She'll tell you about weapons and items that you pick up and she'll yack on forever about nuclear weapons and disarmament. A real bore!



***Meryl: 140.15**

There are a few spots in the game when you have to call Meryl to advance the plot. Most of the time she won't answer your calls. Is it just me or does Meryl look different on the codec than she does in "real life"?



***Otacon: 141.12**

You have to call Otacon to get you out of a few tight spots in the game. He does all sorts of odd jobs for Snake: fixing elevators, opening doors, etc. In fact, he pulls Snake's chestnuts out of the fire more than a couple of times. He'll also tell you where to go and where items are located.



***Deepthroat: 140.48**

Forget about this guy - he's unreachable. Don't call him, he'll call you. He warns Snake about a few nasty traps.

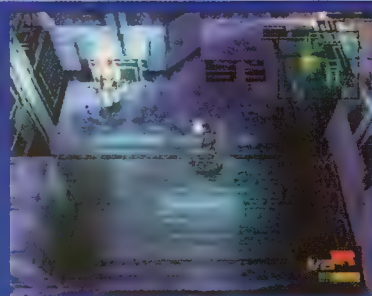


SOCOM



WHEN YOU SHOULD USE IT: Any time you want to kill without being detected. The SOCOM is the first weapon you get, and far and away the most valuable for use against regular enemies. Its auto-targeting feature guarantees you a direct hit when used correctly (hold down the button, then when your laser pointer locks onto the enemy, release to fire the first bullet, then quickly tap twice to fire two more). The optional silencer prevents enemies from hearing the shots, and the plethora of ammo you'll find allows you to use the SOCOM as much as you want.

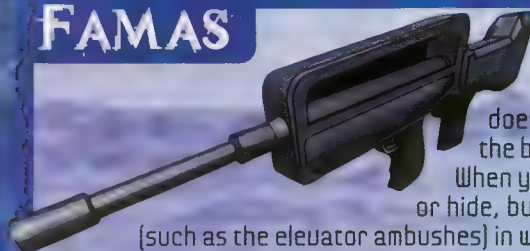
WHERE YOU GET IT: In the back of the truck in the Heliport (p.20), or various other locations.



When you're in visual range of a target (left), use auto-targeting for a guaranteed quick kill. But sometimes it's more prudent to simply kill from afar (right). Auto-targeting won't work from such distances, but you can use the radar to line Stake up with his target.



FAMAS



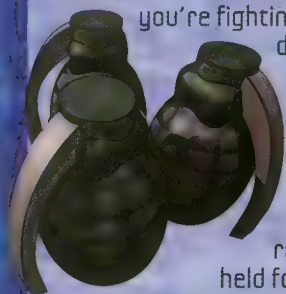
WHEN YOU SHOULD USE IT: Only when you're in Danger Mode. The FAMAS is too noisy and inaccurate to be used to kill stealthily, and it doesn't feature auto-targeting (holding down the button will just fire a steady stream of bullets).

When you're in Danger Mode it's usually safer to run or hide, but sometimes the game puts you in a situation (such as the elevator ambushes) in which you have to fight. At times like that, the FAMAS is usually the right choice. It's also the most effective weapon against Psycho Mantis.

WHERE YOU GET IT: Behind the level 2 Security Door in the armory (p.31).



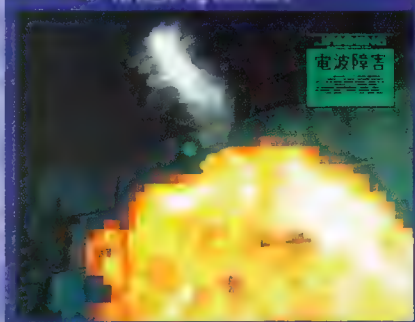
GRENADES



WHEN YOU SHOULD USE IT: When you're fighting the tank or to destroy GunCams flamboyantly. The grenades aren't particularly useful against guards. They're inaccurate, and must be held for a few seconds (they explode after about 6 seconds) by holding down the weapon button to be used effectively.

WHERE YOU GET IT: Various locations.

Hold for 5 seconds, then release to destroy GunCams



STUN GRENADES



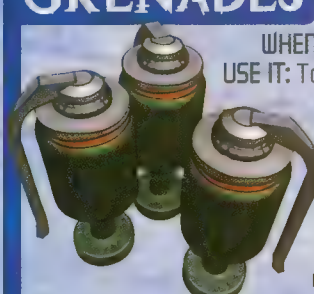
WHEN YOU SHOULD USE IT: During the Comm Tower, or to escape from pursuing guards or wolves when you're in danger mode. Don't use them while you're wearing Night Vision Goggles, or you'll temporarily blind yourself.

WHERE YOU GET IT: Various locations.

Even without Night Vision Goggles, Stun Grenades can be distractingly bright.



CHAFF GRENADES



WHEN YOU SHOULD USE IT: To temporarily shut down cameras or GunCams so you can pass without being noticed. Also effective against Ninja. A very useful item, but don't waste them; most cameras can be avoided without their assistance.

WHERE YOU GET IT: Various locations.



CLAYMORES

WHEN YOU SHOULD USE IT: Against Vulcan Raven, to destroy the treads of the Tank boss, or when you want to kill enemies in a cute way.

WHERE YOU GET IT: By crawling over landmines set by your enemies.



Setting traps for enemies is a common tactic, but not too useful. You can also kill pursuing guards instantly by setting the mine right at their feet.



C4 EXPLOSIVES

USE IT: To open secret passages in the Armory, to open the frozen door in the Comm Tower, and to destroy the treads on the Tank boss. You can set traps for enemies with C4, or stick it straight on their backs (this puts you in danger mode), but it generally is not effective against normal enemies. It can also be used against Revolver Ocelot and Vulcan Raven, but is not recommended.

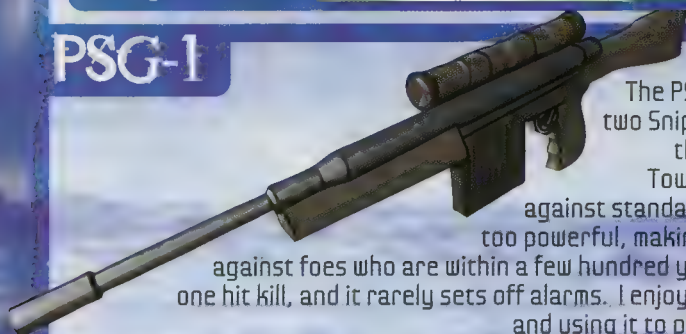
WHERE YOU GET IT: Various Locations.



See page 47.

PSG-1

WHEN YOU SHOULD USE IT:



The PSG-1 was mainly intended for the two Sniper Wolf fights and the battle on the 9th floor landing of the Comm Tower, but is surprisingly effective against standard enemies. The scope is almost too powerful, making the PSG-1 very difficult to aim against foes who are within a few hundred yards of Snake, but any shot is a one hit kill, and it rarely sets off alarms. I enjoy *intentionally* setting off alarms and using it to pick off the guards who respond.

WHERE YOU GET IT: Behind the level 5 security door in the Armory (p.54).



NIKITA LAUNCHER

WHEN YOU SHOULD USE IT: The Nikita launches remote control missiles that

you can use to chase enemies or scout distant locations. Use it against Sniper Wolf (second fight), Vulcan Raven, and to destroy the electrical generator in the Nuke Depot. The Nikita is also great against GunCams, as it allows you to destroy them from a safe distance. Unfortunately, the Nikita cannot be used in any areas in which your radar is jammed.

WHERE YOU GET IT: In level B1 of the Nuke Depot (p.39).



The Nikita seems most easy to control in first person view. This view also gives you limited targeting capability (enemies appear as gray squares in the middle) and a green bar at the top that tells you how long you have until the missile detonates.

STINGER LAUNCHER

WHEN YOU SHOULD USE IT:

Far and away the most powerful weapon in the game, the Stinger is your weapon of choice against

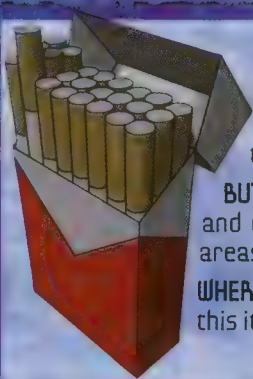
all of the later bosses. It's also excellent for destroying GunCams, and an amusing bit of overkill against regular enemies. Be careful, though, as Stinger ammo is in relatively short supply.

WHERE YOU GET IT: In the Comm Tower (p.63).



You don't need to have a foe locked on to fire the Stinger (and sometimes it's more useful not to), but it's a guaranteed hit when you do.

It may be a waste of ammo, but you've got to love the way Stingers can reduce regular enemies to ash before you can even see them.



CIGARETTES

WHAT IT DOES: The smoke it produces illuminates infrared beams employed in traps throughout the game.

BUT: You lose life bit by bit as you use it, and enemies who see you smoking in dark areas become suspicious.

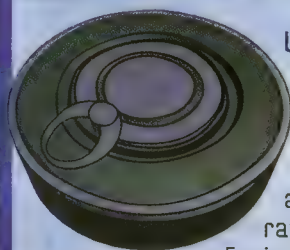
WHERE YOU GET IT: You start the game with this item.



SCOPE

WHAT IT DOES: Allows Snake to see things going on outside of his normal range of vision. When used you automatically go into first person view, and you can scale in and scale out with the weapon and punch buttons.

WHERE YOU GET IT: You start the game with this item.



RATIONS

WHAT IT DOES: Partially fills Snake's life bar. When equipped, Snake will automatically eat one when his health falls below zero.

BUT: If you hang around in cold areas too long without having the rations equipped, they will freeze. Equip them to begin defrosting them.

WHERE YOU GET IT: Various locations, or from killing enemies.

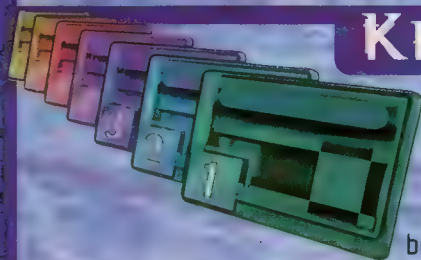


THERMAL GOGGLES

WHAT IT DOES: Heated or heat producing objects appear bright red on the screen. Things it can see include infrared beams, landmines, hidden items and enemies.

BUT: It makes it really hard to see anything else.

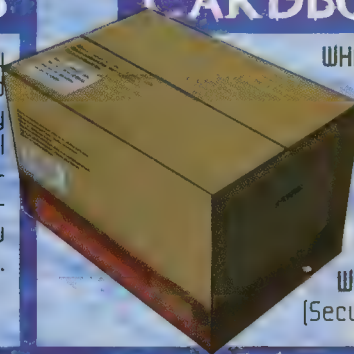
WHERE YOU GET IT: When you first arrive in the Tank Hangar. See page 24.



KEY CARDS

WHAT IT DOES: When you have a Key Card equipped, any security doors with a level equal to or less than the number displayed will automatically open whenever you get near it.

WHERE YOU GET IT: From various in-game events.

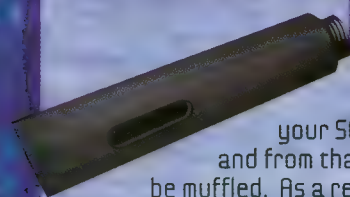


CARDBOARD BOX A

WHAT IT DOES: You can hide under it to avoid cameras and enemies. If you use it in a truck, you will warp back to the Helipoint.

BUT: Enemies tend to shoot you when you use this, and you never, ever need to warp.

WHERE YOU GET IT: Tank Hangar (Security Level 1). See page 33.



SUPPRESSOR

WHAT IT DOES: You need not equip this item: When next you use your SOCOM, it will automatically latch on and from that point on your SOCOM shots will be muffled. As a result, enemies will no longer hear you shooting and become suspicious.

WHERE YOU GET IT: Ground floor of Tank Hangar (Security Level 2). See page 32.

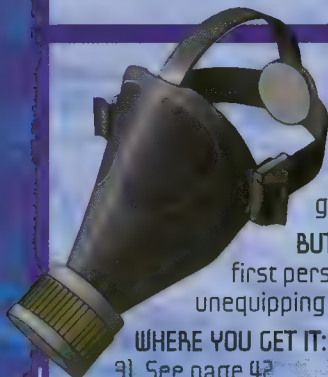


MINE DETECTOR

WHAT IT DOES: When this item is equipped, mines appear as red dots (with yellow triangles showing their blast radius) on your radar.

BUT: In jammed areas, or if you're played with no radar (Extreme mode), this item has no effect.

WHERE YOU GET IT: Top floor of Tank Hangar (Security Level 2). See page 33.



GAS MASK

WHAT IT DOES: When this item is equipped, you run out of oxygen as a result of being exposed to poison gas far less quickly.

BUT: It limits your range of vision in the first person perspective, and you have to keep unequipping the damn thing to use Key Cards.

WHERE YOU GET IT: Nuke Depot Level B2 (Security Level 3) See page 42.



CAMERA

WHAT IT DOES: Functions similarly to the scope, but you can take pictures of the things you see and save them to a memory card. You can later view them with the "Album" option that becomes available after you get this.

BUT: The pictures take 2 blocks and are of poor quality. Ghosts are cool, though.

WHERE YOU GET IT: Armory (Security Level 4). See page 45.

NIGHT VISION GOGGLES

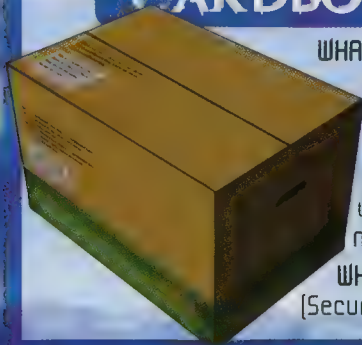


WHAT IT DOES: Magnifies all available light, allowing you to see better in dark areas like the Comm Tower and Wolf Cave.

BUT: Everything looks green, the effect of Stun Grenades on you is magnified, and it just generally sucks.

WHERE YOU GET IT: Nuke Depot B2 (Security Level 4). See page 44.

CARDBOARD BOX B



WHAT IT DOES: You can hide under it to avoid cameras and enemies. If you use it in a truck, you will warp back to the Nuke Depot.

BUT: Enemies tend to shoot you when you use this, and you never, ever need to warp.

WHERE YOU GET IT: Nuke Depot B1 (Security Level 4). See page 48.

SCARF



WHAT IT DOES: When you have the Scarf equipped, the wolf dogs in the Wolf Cave will recognize Sniper Wolf's scent and no longer attack you.

BUT: You lose it in an event shortly after you get it.

WHERE YOU GET IT: Given to you in an event. See page 57.

BODY ARMOR

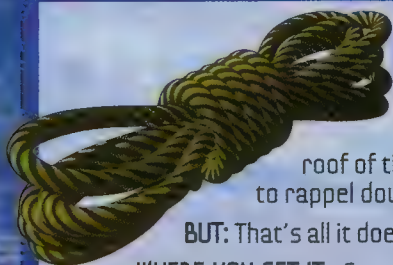


WHAT IT DOES: When you have this item equipped, all damage from regular bullets (shot by normal enemies and GunCams) is cut in half.

BUT: Damage from explosions, mines, special bullets (ie. the kind Vulcan Raven fires) is unaffected. Still rocks, though.

WHERE YOU GET IT: Nuke Depot B2 (Security Level 6). See page 59.

ROPE

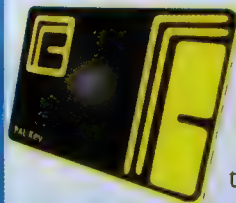


WHAT IT DOES: If you have this item equipped as you approach the edge of the roof of the Comm Tower, you can use it to rappel down.

BUT: That's all it does.

WHERE YOU GET IT: Comm Tower, bottom floor. See page 60.

PAL KEY

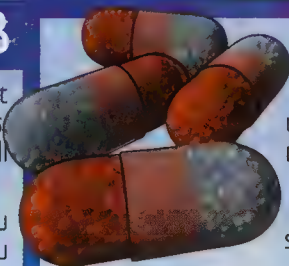


WHAT IT DOES: A key item that is necessary to foil Liquid Snake's dastardly plans.

BUT: Late in the game you will learn to hate this item.

WHERE YOU GET IT: Meryl gives it to you. See page 48.

DIAZEPAM

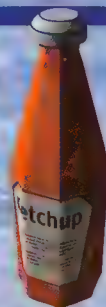


WHAT IT DOES: Snake's hands shake when he uses the PSG-1 sniper rifle, preventing him from shooting accurately. When you use a Diazepam pill, his nerves are calmed and his aim will be steady for a minute or two.

BUT: Wears off pretty quickly.

WHERE YOU GET IT: Various locations. First opportunity is in Nuke Depot B1 (Security Level 5). See page 48.

KETCHUP

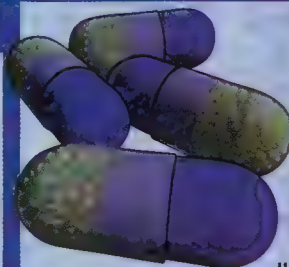


WHAT IT DOES: Can be used to help you escape from a difficult situation (See page 57).

BUT: It sounds kind of stupid. I mean, Night Vision Goggles, Body Armor, PAL Key... Ketchup?

WHERE YOU GET IT: Given to you in an event. See page 57.

MEDICINE

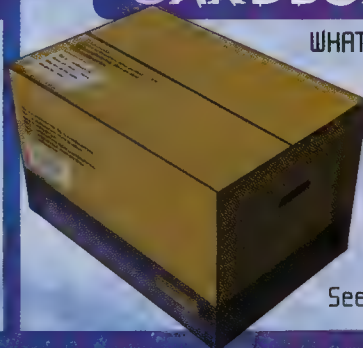


WHAT IT DOES: If Snake gets a cold (from choking an enemy that has a cold), you can use this to get better.

BUT: I kind of enjoy listening to Solid Snake sneeze in that adorable little girl sort of way.

WHERE YOU GET IT: Nuke Depot B1 (Security Level 6). See page 59.

CARDBOARD BOX C



WHAT IT DOES: You can hide under it to avoid cameras and enemies. If you use it in a truck, you will warp back to the Snow Field.

BUT: The Cardboard Boxes continue to completely suck.

WHERE YOU GET IT: Snow Field. See page 68.

WARD

MISSION DATA

In the "Mission Data" sections of this guide, we discuss each stage's objectives, and the items and enemies that you'll encounter on the way. There are only three items on this stage, and they're all just basic rations. Since you can only carry two, and there are two more rations in the next area, there's no need to go reaching for the reset button if you mess up. This level isn't as easy as you'd imagine a first level would be, but you do

have three rations worth of slack.

You can't get past this level until the elevator arrives, one minute and forty-five seconds after the beginning of the level. When the elevator does arrive, it will be carrying a third guard, so be prepared!

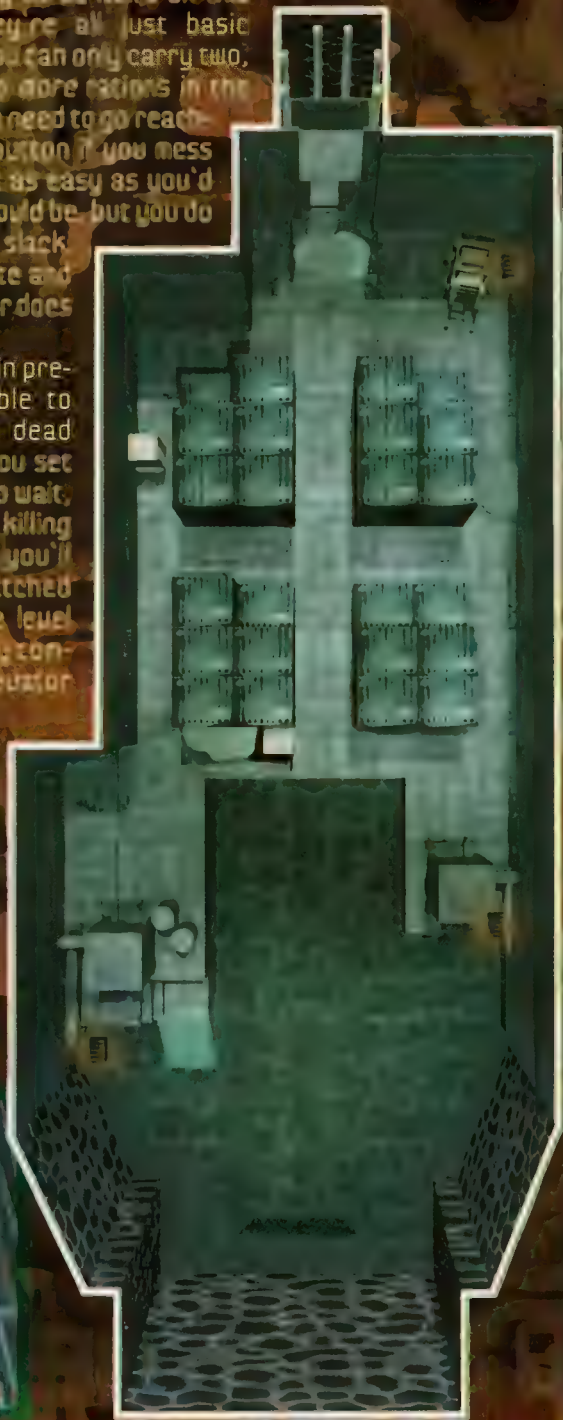
The guards on this level walk in predictable routes and are unable to radio for reinforcements, so dead guards will stay dead even if you set off alarms. You've got a while to wait, so you might as well practice killing them, since it's rare that you'll encounter such easily dispatched guards. Of course, this single level can be easily beaten without any combat if you just hide until the elevator arrives.

Outside of the three rations, there are no items to find or minor objectives to achieve on this level.

All of the hidden items in this stage are rations, and none of them are too well hidden. Just don't miss the box of rations that are underneath, just to the left of the steps.



If you can't identify an item by its outside appearance, switch to first-person view for a closer look.



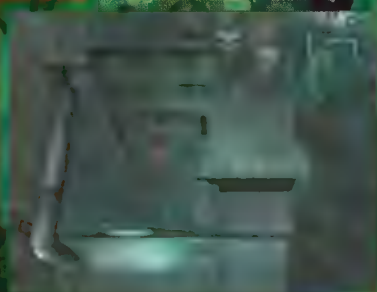
HOUSE

GENERAL BRIEFING

Real Gear Solid may be billed as a game of stealth, but that's not entirely accurate. Real Gear Solid can be whatever you want it to be, whether that's sheer enemy avoidance or a Resident Evil-style killfest. We present a pair of strategies for clearing this part on the next page, but we encourage you to experiment a bit and get a feel for the style you feel the most comfortable with.

In the process, you'll probably catch the

You'll have to crawl under here to begin the level (O button).



ITEM: SCOPE

It's always good to know what you're up against before you start a level, and that's what the Scope is for. Simply find a safe spot where you won't be noticed by guards (like underneath that large box pictured to the left) and use your scope to scan the area. It's the only way to see the guards that lurk beyond your radar, as well as graphic details like this level's funny little mice.



guards' attention a few times. Fortunately, this level has a unique escape hatch that allows you to break away from the pursuing guards without having to fly car and mouse until your escape timer runs out. When you get caught, simply run straight down the middle to the edge of the water, and jump in. When you climb back up again, the level will have basically reset.



Not only does jumping into the water remove you from immediate danger, it also resets the danger condition.

TECHNIQUE: SILENT MOVEMENT

Snake's "Sneaking Suit" is sufficient to dampen the noise of regular footsteps, but walking through certain types of floor terrain, like the puddles on this level, will make noise that puts the guards into suspicion mode (meaning their line of vision will go red, and they'll go running to investigate).

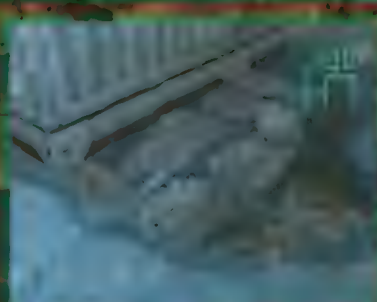
If you're not able to avoid the puddles altogether, you can cross them without making any noise by crouching, or doing something we call "tap-walking," which is pressing forward on a standard control pad and then quickly releasing (or simply pressing lightly on an analog pad). Repeat this over and over again to make Snake take silent baby steps across the puddles.



Crouching is fail-safe, but annoying.



Tap-walking is better, but a bit risky.



WARD

MISSION BRIEFING

With all the puddles and the erratic behavior of the guards and such, sneaking through this area seems more difficult than it actually is. The trick is simply to observe the guards and learn where they will and will not go, and then be diligent about observing your radar and making sure that they can't see you as you scurry from hiding place to hiding place. Remember that the guards have terrible vision, and can only see for a few feet in front of them, as represented by the radar.

And while there are a few exceptions, they generally can't see through anything, so you're safe hiding behind just about any object, even in the case of objects which wouldn't really logically shield you.

any object, even in the case of objects which wouldn't really logically shield you.

Our stealth strategy starts here, with Snake leaning up against the wall shown above (hold back on the control pad) to monitor Mr. Stretchy here. Wait for him to pass the puddle and start heading north again, then slowly walk past (tap-walking or crawling over the puddle). He won't ever turn around unless he hears you step in the puddle.

If you make a guard suspicious, or are unable to safely make it to the forklift when a guard unexpectedly changes direction, run back to this corner as fast as you can. Just remember that it won't shield you if you've set off an alarm!

Next run to the southeastern corner, and grab the ration. The corner beyond the ration is a super safe spot where enemies can never see you. Even if you accidentally step in a puddle and make one suspicious, they won't follow you all the way back, so run here if you get caught. But if you're on schedule, you won't even need to stop and can safely make it up the north wall.



THE GUIDE

MISSION BRIEFING (CONT.)



If your timing was right, the guard will head down the middle, missing you completely. Just make sure he doesn't catch sight of you running to the forklift as he turns.

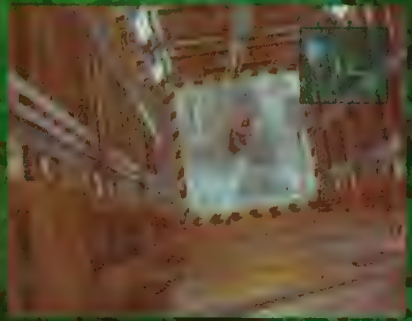


If you're super cautious, you can wait for the second guard to pass down at the southwest corner, but more impatient gamers can just run north (carefully traversing the puddle if a guard is around) until they near the forklift, and dash behind it when the guard isn't watching.

This route is very quick, and should take you less than a minute. Unfortunately, the elevator takes much longer to arrive: You'll have to wait one minute and forty-five seconds if this is the first time you've played the level (if you've died and continued, you'll only have to wait one full minute). While you wait, the top guard will walk both below and to the left of the forklift (you'll only be able to see him on the radar), so keep on your toes and always make sure the forklift is between you and his line of vision (so if he's below the forklift, you wait above it). When the elevator comes, continue to watch and wait. The guard on the elevator will look around a bit before he heads down the middle, so wait until he's out of range before you dash aboard and leave this level behind.



Don't forget about the guard on the elevator! You'll have to patiently wait for him to finish his inspection and move on before you dash for the elevator.



TECHNIQUE: STRANGLING GUARDS

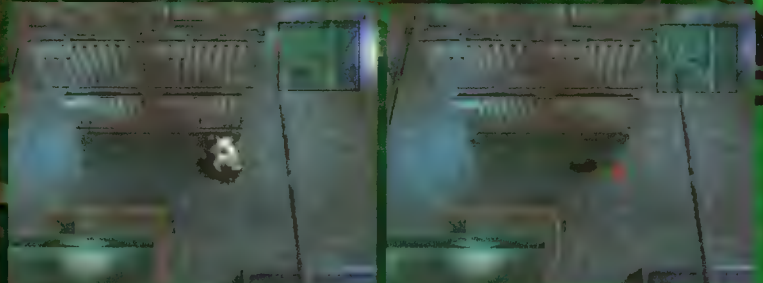


It's usually easiest to wait until the guards stop. But if you're behind them and they turn ninety degrees to look the other way, as they often do, you'll mess up if you go for the kill. You need to be *directly* behind them.

It is possible to nail them while they're moving, but the timing takes a great deal of practice. You have to get as close to them as possible without touching them, and then release the D-pad and go for the choke. These guards are great practice dummies, and the rations they give you when you do kill them will offset some of the health you lose if you make any costly mistakes.

Being stealthy and patient is the most efficient, safe, and reliable way of beating this area. But we do understand that there's a certain segment of our readers who didn't pay \$60 for this game just so they could simulate the experience of hiding behind a forklift. Hey, we enjoy killing too, and while that's a risky proposition when you don't have any weapons, you might as well learn how to do it right. And these two guards are perfect test subjects, since they're slow, predictable, far apart, and lack the ability to radio for reinforcements. This stage is a great time to practice the art of the choke.

The key to successfully strangling your foes is to learn their patterns. Check how long they pause before turning around, and how fast they walk. Remember that if you're holding any direction on the control pad when you go for the choke, you'll throw them instead. Su-

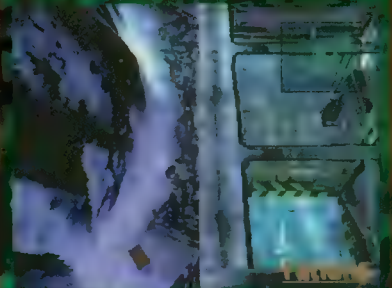


Guards always give up items if you can kill them without being detected. If they set off an alarm or even go into suspicious mode, you'll get nothing. The items in this stage are always rations, but later on you'll get a random mix of rations and ammo.

MISSION

MISSION DATA

This heavily guarded level (three soldiers, three cameras, and two searchlights, all of which can call for reinforcements) is your first introduction to Chaff Grenades, which put cameras out of commission temporarily, and Stun Grenades, which stop guards temporarily. It's also your first opportunity to get the SOCOM, a .45 that can deal with guards *permanently*. Two rations, too!



PORT

GENERAL BRIEFING

You can use a chair to knock out this camera for a few seconds, but if you're careful, you can get by without 'em.



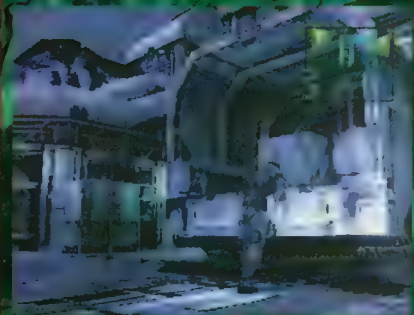
Watch the radar, and when the camera is pointing away, get in front of it and lean up against the crates. The camera won't be able to see you as long as your back is to the crates, even though your head's still sticking out.



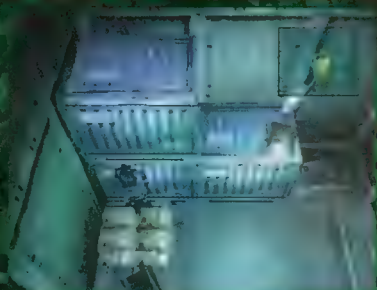
This stage is one of the largest and most complicated in the game, so we're going to cover it over the next three sections. Let's ignore your objective for now and concentrate on some of the other aspects of this level first.

Your first opportunity to get the SOCOM pistol is here, in the back of the truck parked just north of the searchlights - just jump on the truck and grab it. You can also use the truck as a safe spot to hide under whenever you're in danger mode; Enemies won't see you if you're underneath it, but if they witness Snake actually crawling down there, they will throw grenades after him. So make sure there's no one directly behind you when you do crawl down there.

This area also has three cameras which sound alarms when they spot Snake. You can take them out for a few seconds with Chaff grenades (located between the searchlights, we'll discuss how to get those on the next page), but if you don't want to waste those, you can use the strategies to the left and below to get past the camera in the room to the west, which guards a box of Stun Grenades.



Carefully inch along the wall, and then run for the grenades when you're out of range of the camera is looking the other way. You'll have to repeat the process, in reverse, to get out of there again. Nothing to it.



TECHNIQUE: FOOTPRINTS IN SNOW



As you've probably noticed by now, the guards in this game are - well, dumber than a bag of dog crap. They almost show signs of intelligence in this stage as they notice Snake's suspicious footprints in the snow and move in to investigate. But, like all of their little quirks, this one can just as easily be turned against them. For example, if you're in danger mode and a guard is after you, run to the rock here in the corner and run around it. The guard will be shocked to notice *footprints* (right behind someone he's chasing, at all places!), and will actually

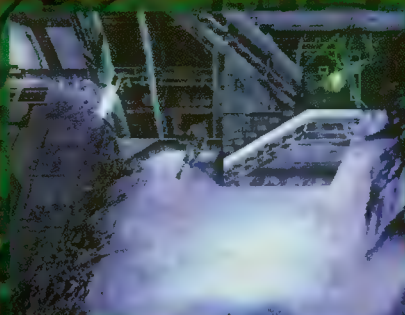


slow down to follow the footprints, allowing you to easily get away while Sherlock Holmes meticulously investigates the clues. Just be careful that they don't see the prints when you're trying to be stealthy, or a guard might actually follow them to Snake's hiding place. You'd still have plenty of time to run away, of course, since they walk so slowly.

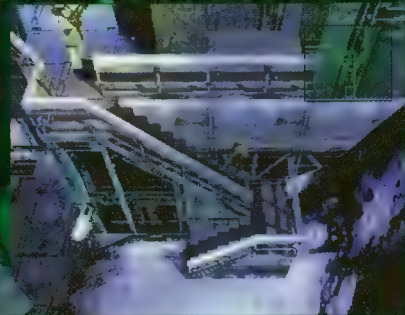
The guards notice footprints and follow them to Snake's hiding place. Luckily, you have plenty of time to get away, and this programming quirk actually allows you to escape even more easily during danger mode. Idiots.

MISSION BRIEFING (CONT.)

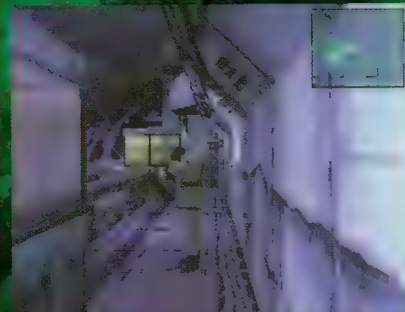
There are two ventilation ducts you can take into the Tank Hangar. The stealth route, marked in red on the map, requires no equipment, but takes a bit more patience. To get started, grab all the items, head to the area shown on the right and follow the 4 steps.



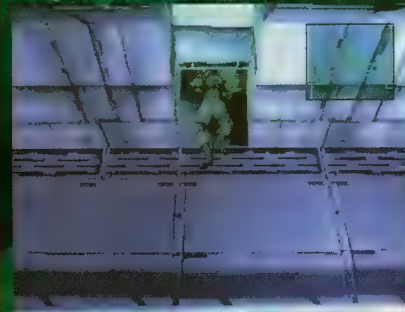
Dash up these stairs when the camera is facing away and no guards are around.



Pause here in the middle (where you can't be seen) and wait for the upper guard to turn and head back to the west.



Go up to the right corner, stop, and wait for the guard to pause. After he continues moving onward, he won't turn around, and you can get to the end unimpeded.



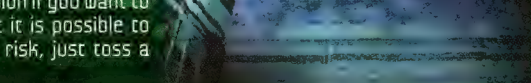
The lower shaft is easier to get to, and the guard on duty is fast asleep. But the camera never sleeps, so this will probably require a Chaff grenade and some SOCOM bullets. See the strategies below for some helpful tips.

This guard is fast asleep, but that doesn't do a lot to help you... The area is too small for you to get behind and choke him, and he'll wake up if you try to crawl past him, so you'll have to blow him away with the SOCOM or wake him up by intentionally setting off an alarm.

The crawling

control in this

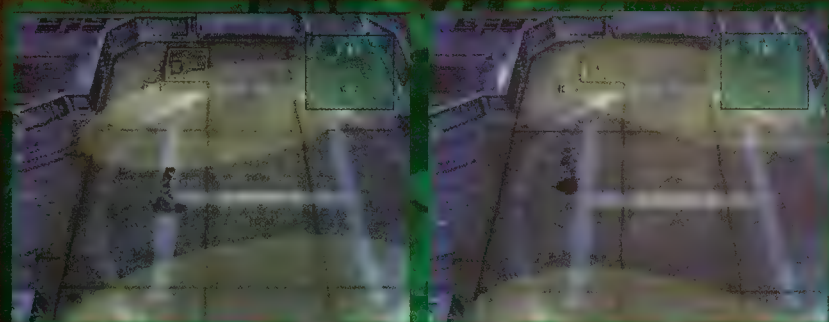
game is a little bit tricky, so it'll take precision if you want to sneak in out of the camera's range... But it is possible to make it. If you don't feel like taking the risk, just toss a Chaff



GRT

TECHNIQUE: SEARCHLIGHTS

Crossing the Helipad is easier than it looks. True, the searchlights do set off alarms if they see you, but avoiding them is easy once you understand the pattern. The two shots below show the searchlights at their furthest away points. As you can see by the shot at the right, every other time they pass, they create a much wider path for you to cross. It's possible (but difficult) to make it when they're as close as they are on the left shot. It's a cinch if you just wait one more pass and run across when they're as far apart as they are in the shot on the right.



ITEM: STUN GRENADES

Stun Grenades are rare, but highly useful. Use them only when you're in danger mode (the explosions will set off alarms) and it will stun enemies long enough for you to find a hiding place.



MISSION BRIEFING (CONT.)

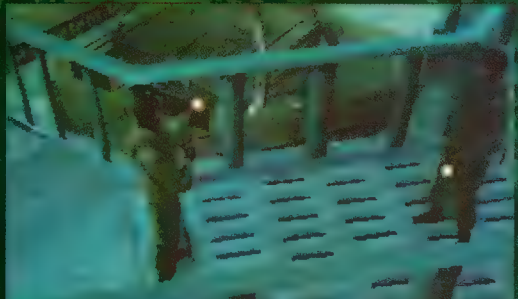
Once you've executed your strategy and made it into the duct system, you'll have a long crawl ahead of you before you break out into the Tank Hangar. Each tunnel has a box of rations, but otherwise take very different routes. The lower one dips under water and then forces you to follow a pack of mice to the exit before you have your opportunity to escape into the Tank Hangar's ground level. The upper route bypasses a number of sealed grills through which you can witness an important intermission and get a preview of the level ahead. It lets you out on the Tank Hangar's second floor.



Move fast once you get into the duct. If the guards noticed you, they'll come up and throw grenades after you.



If you took the lower route, turn left at the first fork to get the ration. The ration in the upper route is fairly obvious.



The upper route bypasses a number of sealed ventilation ducts that Snake can look through. In one of them, he'll see an intermission in which guards discuss a mysterious intrusion and an unlocked door. In another, you can use your scope to check out the level.



The lower route heads under water at one point, but you should have more than enough air to make it to the other side without difficulty.



MISSION DATA

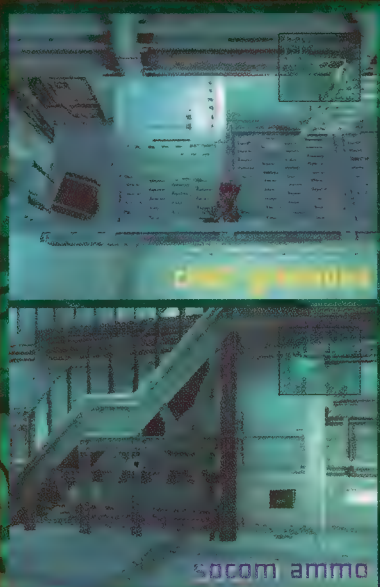
If you took the bottom ventilation shaft, you'll end up on the first floor. The upstairs ventilation shaft lets you out on the catwalk in the second level. Your only priority here is to get the Thermal Goggles, which are in the one open room on the second floor (grab the Chaffs while you're up there), then to head for the elevator and get out of here. You'll come back to open the other locked doors a bit later.

ITEM: THERMAL GOGGLES

If you took the upper ventilation shaft to get in here, you probably overheard the guards talking about a door that had been left open. That door, on the second level, contains the thermal goggles, and you'd better go grab them now, before they shut that door. 'Cause when they do (probably by the next time you visit this area) those goggles

will be stuck behind a level 4 security door.

The goggles, which isolate and highlight heated or heat-producing things, are all but useless in combat. But they will let you see infrared beams, landmines, and occasionally hidden items. Note that if you didn't get the SOCOM yet, you'll get that instead of the goggles.



HUNGARIF

GENERAL BRIEFING

There's a lot going on in this level, but most of it is sealed behind the locked security doors. While it's a good idea to get the Thermal Goggles now, your only other objective is to get to the elevator and get down to level B1, where the DRAPA chief is apparently being held.

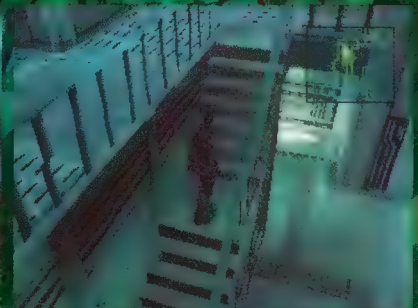
Don't be careless in your haste: The guards here may not be any brighter or less predictable than the ones you've faced so far, but it's a small level and you're guaranteed to cross paths with them if you stick around

too long on the lower level. You can cull the herd a bit with your strangulation techniques if you want, but you don't really have too much to worry about if you remember the area's two safe points: Under the tank and back into the ventilation shaft.

One way to minimize your risk of being caught is to speed up the elevator a bit. Here's a trick that works on every level with an elevator: Instead of pressing the button once and waiting for it to arrive, quickly press the button twice and it will arrive and open on the second press, guaranteed.



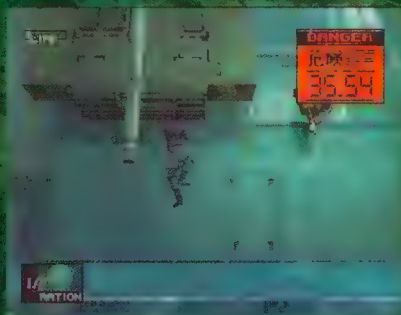
You won't be getting through any of this level's locked security doors until you get your keycard at level B1.



The camera in the corner here can be tricky the first time you encounter it. You're safe on the middle landing in the staircase. Too low to be seen by the camera, too high to be seen by the guards below, so take the time to watch the camera on the radar and plan your dash correctly. The adventurous (and impatient) can quickly dash past the camera when it turns toward the far east, while the cautious can run to the wall below the camera when it's facing west, wait for it to turn to the east, and then make their move.



If you plan on spending a long time in this area, you might find it worthwhile to thin out the guards a bit. If you mess up, you should be able to make it to a safe spot pretty easily.



The tank is the best one. Unless they're right behind you when you crawl under it, they'll never figure out where you've gone. But keep an ear open for the sound of a grenade hitting the floor, just in case.



If you really get in trouble, run up to the second tier and over to the ladder out of there. Then just pop back out and the danger level, guards' positions and everything else will have reset.

The grated floors shown below (on the second level catwalk) make pingy noises that alert guards when Snake walks on them. As with the Warehouse puddles, your choices are to drop to your belly and crawl, or carefully "tap-walk" across.



INFORM

MISSION DATA

This level has so much ammo and so many extra rations that you have the freedom to waste as much health and firepower as you want without having to fear for long-term effects. Enjoy this trend while it lasts.

Of course, many of those items are hidden, and you'll need sharp eyes to catch the boxes of rations in the small ventilation shaft below and to the right of the main one, and

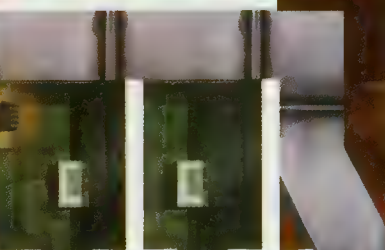
the rations hidden under the DRAPR Chief's bed. Grabbing that will give you something to do while you wait for someone to unlock the door, but don't take it if you don't really need it. You just might need it more after the shooting starts.

Fortunately, you get a bunch of ammo when the shooting does start, and you'll pick up quite a few ammo refills and rations from the guards you kill at this point. If you've resisted getting the SOCOM up until now, you'll be given one last chance to pick it up right before the fight.

You'll also find a box of SOCOM ammo in the duct system, and two more boxes located in the guard's office. With so much ammo, you're free to use your gun all you want during the big firefight.



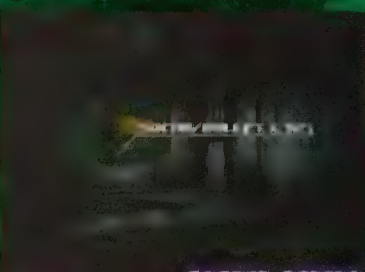
One of the better hidden items is a box of rations under the DRAPR Chief's bed.



If you're playing on an easier difficulty level, you can come down to the Prison and stock up on ammo after any major event in the game. There's only a few guards, but with no enemy opposition, it's easy to get.



This shallow duct, located under the ladder leading to the higher ventilation shafts, also houses well-hidden rations.



SOCOM ammo



SOCOM ammo

HANGAR (PRISON)

GENERAL BRIEFING

Your only objective here is to visit the DRAPP Chief, who is locked away in one of the cells in the cell block. You'll have to crawl through the ventilation shafts to get him, which also gives you an opportunity to check out the other prisoner and the guard in charge of it all.

After your conversation with the Chief, you'll have to wait a few seconds for someone to unlock the door. When you exit, you'll be right in the middle of a fire fight as wave after wave of guard reinforcements invade the cell block. They won't be too hard to handle if you let your auto-targeting do the work and are quick to react to the grenades they throw, but it's always a good idea to have your rations equipped, should the tide change unexpectedly...

The dozen prison guards charge the cell block in threes. If you don't have a SOCOM, grab it (if you do, you'll just find more ammo) and shoot the first three guards. If you're trying to keep your kill ratio low (for ranking purposes) you can just dodge the rest of the guards (by running around in wide circles) and let your companion do all the dirty work. Make sure to grab the goodies they leave behind!

Afterwards, your companion will run off, but there's no point following her. Instead, linger a bit in the cell block to restock on ammo and rations if necessary, and then use your new key card to open the level 1 security-locked door and head out to the elevator.

With that key card, you can head back to the ground level to pick up the Suppressor and a Cardboard Box. But since neither of those items will do you any good right now, we've decided to put that off 'til later and head down to level B2, the Armory, where the AT President supposedly awaits.

After the fire-fight, you can use the key card the chief gave you to escape. Remember that it has to be equipped to open the doors.

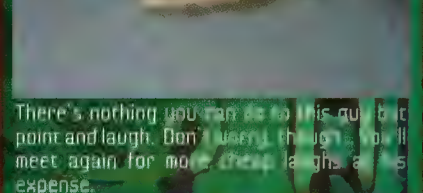
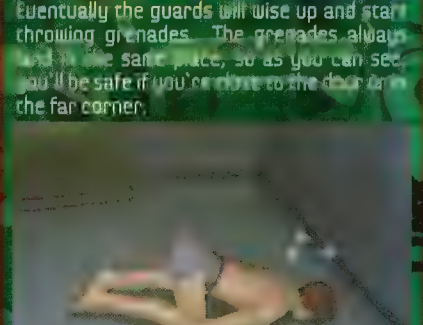
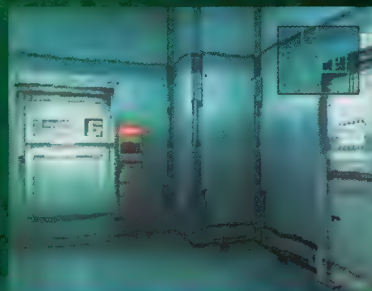
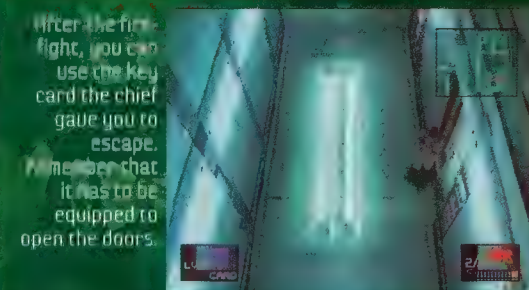
And that's it for the Prison Block. You'll need the level six security card to see the western half of this floor.

Eventually the guards will wise up and start throwing grenades. The grenades always land in the same place, so as you can see, you'll be safe if you're close to the door and in the far corner.

There's nothing you can do to this guy, but point and laugh. Don't worry, though, you'll meet again for more cheap laughs at his expense.



When you're about a grate, **press up** and **the look button** to look down. This is how you enter the Chief's cell, and also check out the guard and the other prisoner.



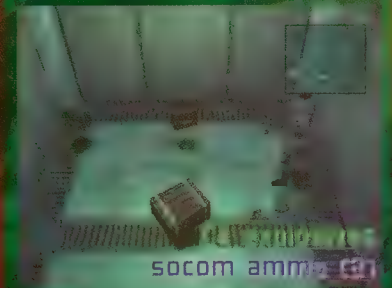
LINK

MISSION DATA

The Armory is one of the most important locations in the game, as it houses a variety of unique weapons and, on easier difficulty levels, an endlessly recurring supply of ammo. You'll come back here many times in the course of the game as you get higher level key cards and gain access to newer weapons. There's one locked room for each security level.

The level 1 security locked room contains C4 explosives, which can be used to blow open three passageways to areas containing more C4, SOCOM ammo, Stun and Chaff grenades, and the route to a boss encounter after which you'll get the level 2 card key.

With that, you can open one more locked door and grab the powerful FAMAS assault rifle. Since most of the grenades, ammo, and such come back after you complete any major objective (such as defeating a boss), you can pick up more of that stuff as well.



You'll need to defeat Revolver Ocelot and get the level 2 Key Card to get the FAMAS.



HEAVY GARD (ARMOR B2)

GENERAL BRIEFING

You have no enemies to contend with here, just trap doors. The three in the main area are easily avoided, but keep an eye out for the two in the room with the grenades and SOCOM ammo. Since you don't have much room to run, you'll want to use your thermal goggles to avoid them.

Your task here is simply to find the C4 and use it to blow open the two doors to the north followed by the one to the south.

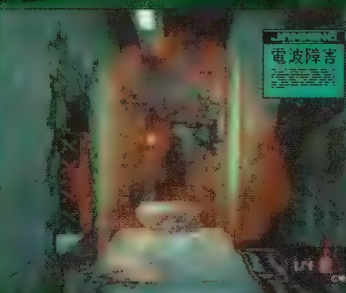
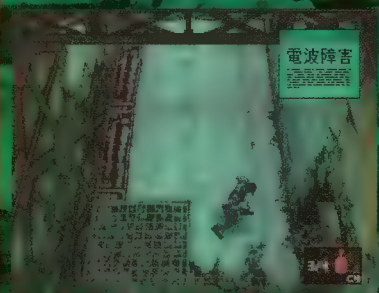


Past that door you'll find a hidden corridor where your radar is jammed. You'll have to use your naked eye to find the C4 spots, and your way into the room where the AT President awaits.

Don't miss the bombable wall just to the right of that. It leads to a secret area we'll discuss after the boss encounter.

ITEM: C4

C4 can be used in a variety of amusing ways to kill foes. You can set up little traps for them, or even stick it straight on their backs. But it's too rare and precious of an item to waste on combat (although it's plentiful in this area, so go ahead and use it to destroy GunCams and such). Its primary use is to blow open sealed passageways. You'll know 'em by their cracked texture, or the hollow sound it makes when you rap against the wall in places. Just set up a C4 bomb (hold up against the wall, then press the weapon button), step back so you won't be caught in the blast, and hit punch to set them off.



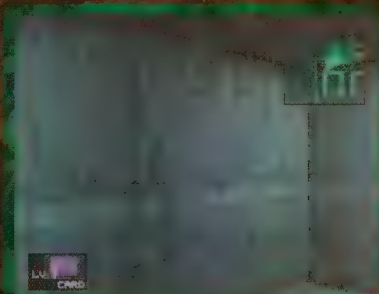
There are actually two bombable areas here. One leads to the boss encounter, the other to a secret area.

TECHNIQUE: FLOOR TRAPS

This area introduces pesky floor traps. They look indistinguishable from the normal floor, but if you stand on them, you'll fall to an instant death. To avoid them, you can just memorize their locations and go around, or make a point of always running over them. They'll spring open, but you'll already be safely on the other side. If there are guards around, though, the noise will make them suspicious.



While not visible to the naked eye, you can see the traps easily with your Thermal Goggles. Memorize their locations!



By the way, you can't ever run out of C4 in this area. If you ever do, just go back to the place you first got it and you'll find it mysteriously restocked.

PLANIK

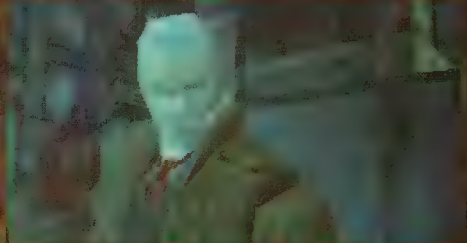
BOSS: REVOLVER OCELOT

Revolver Ocelot may be the game's first boss, but he's no slouch. His single action army slugs do solid damage and ricochet in unpredictable ways.

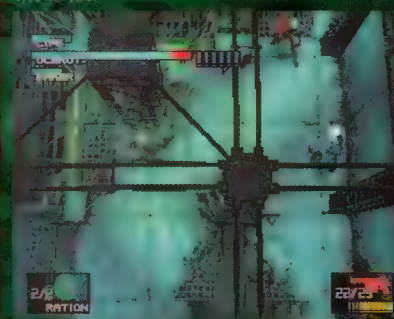
Luckily, he's a cocky bastard, and just stands there while he reloads, inviting you to take your best shot.

This can be harder than it seems, since he runs at the first sign of danger, and tries to keep on the opposite side of you at all times. But Snake's got long range, and it's not hard to sneak up on him if you're careful.

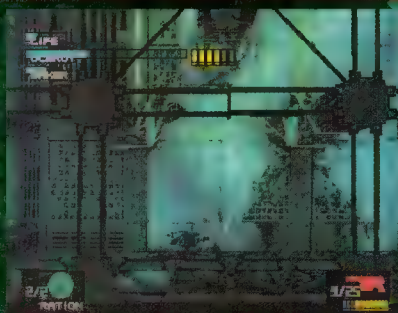
The best strategy, outlined below, is to simply dodge his shots from afar, but note from which corner he's firing from. When he pauses to reload, run to the adjacent corner (the lower right one if he's firing from the upper right one) and use your auto-targeting to hit him from off screen. Ocelot will assume you'll come in for seconds and run towards the other (upper-left) adjacent corner. Every single time. Knowing his reaction, you can run around to that corner (taking the opposite route so he won't see you, of course), and meet him there with your SOCOM blazing. He'll freak and run, but you'll have plenty of time to get a second shot on him (don't try for more than that, since he gets a few seconds of invisibility after he's shot). Then leave him in the corner to repeat the process. He'll be toast before you know it.



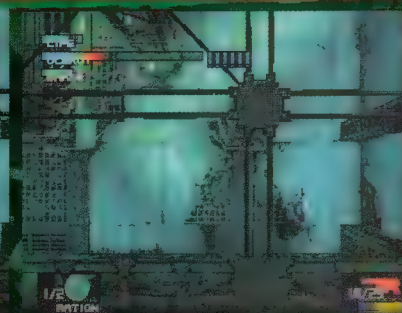
Ocelot is highly vulnerable when he's reloading, so seize every reloading opportunity for a free hit.



This simple strategy ensures you can get two hits off of Ocelot every time he stops to reload, and keeps you out of danger while he's firing. It's your all-around best bet.



Don't pursue Ocelot; let him head towards one of the upper corners and empty his gun at you, while you dodge his long range shots from a safe distance.



By watching the shots, you should know exactly which corner he's standing in. When he reloads, run to the adjacent lower corner and use your targeting to hit him off-screen.



Ocelot will assume you're attacking from that side, and run to the other side. Run all the way around and meet him there to scare the crap out of him and get a second shot.

Then wires is sensitive. So here's a PLOT: No grenades, no C4, and no touching.



Shooting effectively while running is difficult (it's covered in Basic Training), but if you can master it, you can end this fight quickly by getting on Ocelot's ass and never letting up. Just make sure you don't overshoot him and run past, or he'll turn a loop into Snake's back.

HEART AND ARMORY

GENERAL BRIEFING



Guards, eh? Only a fool would confront them face-to-face in such a huge area.



Best to stand back, line yourself up with them on the radar (you have to be exact, as it's too far to auto target), and bang, bang, bang, goodbye—thanks for the item! And if you miss, no worries, they're the wiser. Heck, they don't even get more than slightly suspicious if you wound them but miss the kill shots.

Level up! After killing Ocelot, your health will be refilled, the size of your life bar will increase, and you'll be able to carry more ammo for each weapon! But your mission in this area is still only half done.

For one thing, we never explored the secret area whose entrance is so close to the area where you fought Ocelot. The doors it contains (security levels 4 and 6) can't be unlocked yet, but there are rations and C4 that might come in handy. You'll also have your first introduction to those highly annoying GunCams.

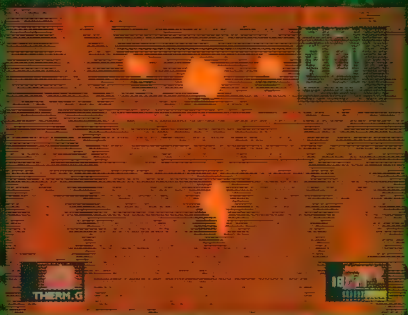
You'll also find that the Armory is now crawling with guards (we'll actually only two of 'em, although that number increases dramatically if you set off any alarms). Luckily, you can kill the pair without them ever suspecting a thing by standing hundreds of yards away, carefully lining up a shot, and firing three quick bullets. They'll die, you'll get an item, and happiness will ensue.

Speaking of killing guards, you can now throw guards en masse with the nasty FAMAS assault rifle that's locked behind the level 2 door. But beware of traps! The room is wired with infrared beams, so you'll have to crawl to get it.

Once you've liberated the FAMAS, call Meryl as the AT President instructed (forget that "back of the box" crap, it's 440.15) and head back up to the ground floor. She'll open the door outside, and you can continue the shopping spree with your shiny new Level 2 Key Card.

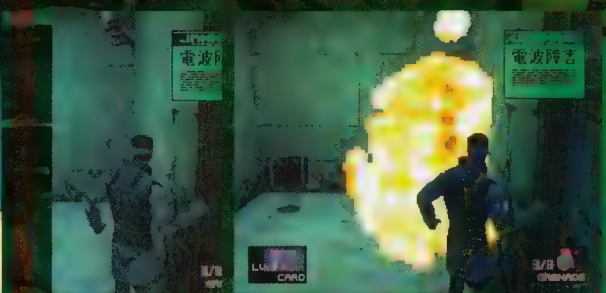
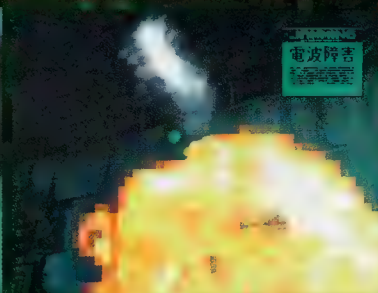


That's the FAMAS, but walking through the hidden infrared beams will set off an alarm and send a small army of guards in Snake's direction. Admittedly, this is a great chance to give the FAMAS' automatic firing power a try, but why tempt fate? You can see the beams easily by using your Thermal Goggles, or even just lighting up a cigarette. Or don't look at all and just crawl past the red markings on the floor to avoid them all together.



TECHNIQUE: DESTROYING GUNCAMS

You've just won a tricky boss fight and you're hungry for some dried opossum in meat sauce, or whatever the hell is in those rations. Unfortunately, the box of rations in the secret passage is protected by a pair of GunCams (cameras that don't sound alarms, but fire at you when their line of sight is crossed). Whatever is Snake to do? Put away the Chaff Grenade, you sissy! Believe it or not, you can actually destroy GunCams. Actually, you can destroy any camera, but regular cameras sound alarms when they're destroyed, so there's not much point in killing 'em, but GunCams don't do anything but die. You can kill them with anything that causes an explosion, such as a blast of C4. You can even kill them with grenades, if you time it right. Hold the grenade for 5 seconds and release. If your timing was perfect and it goes off in mid-air, the camera will be caught in the explosion, and you'll feel pretty damn cool.



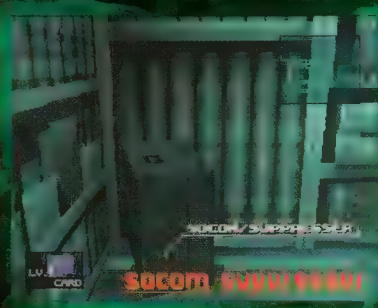
TECHNIQUE: DESTROYING GUNCAMS

GENERAL BRIEFING

Meryl should open the door to the tunnel as soon as you arrive on this floor, if you called her when the AT President told you to. But first head east.



Asleep or not, the guard stationed in this room can be a serious pain. Unless you have serious moral qualms about killing, just blow him away and be done with it.



ITEM: SUPPRESSOR

The suppressor (also known as a silencer) won't significantly change the way you do business, but it's nice to have. Now you can kill wantonly without fear of your prey hearing missed shots, or guards within hearing range rushing to the source of the gun shot. Yep, the suppressor buys you peace of mind, and you don't even have to waste space equipping it, since it latches onto your SOCOM automatically. Nifty!

Just like those Baitrex commercials say: "It's about suppression."



Ummm... Anyone else see something wrong with this picture? Knowing Snake's luck, it's a safe bet that tank isn't out getting milk at the 7/11. Better save your game before you leave this area, if you catch my drift.



There are no guards in this room, but don't forget about the camera outside.



of the hangar door to the previously locked room where the Suppressor awaits. To get this nifty trinket, you'll need to deal with the guard posted in that room. Some times you'll catch him napping, and sometimes he'll be awake, but either way it's best to just blow him away from off screen. You may not have the suppressor yet, but no one else is in the room to hear the gunshots. Next head upstairs and into the room just past the camera to grab the dubiously useful cardboard box and some soon-to-be-very-useful Chaff grenades.

HANGAR

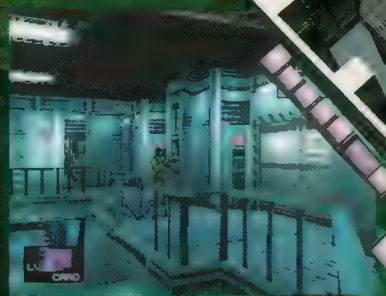
GENERAL BRIEFING (CONT.)

The last item to get is the Mine Detector on the second floor. Try to off the new guard if you can, but if you mess up (the camera can be difficult to time when you're leaving the room), remember that you can run back into the ducts to reset the level.



ITEM: C.BOX A

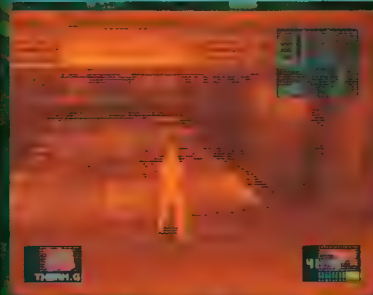
The "C" stands for cardboard, and fans of the original Metal Gear will remember this classic item. In theory, you can scurry off to a corner and hide beneath it, and when any guards come they'll think "huh, a cardboard box right in the middle of my route where there wasn't one five minutes ago. Oh well" and move on. But the guards get suspicious about 50% of the time, and when they do, they sound the alarm and take a free shot at Snake. Even if it did work more reliably, it's far easier to just shoot enemies or stay out of their way in the first place. This item is fun to play with, but not a component of any successful strategies.



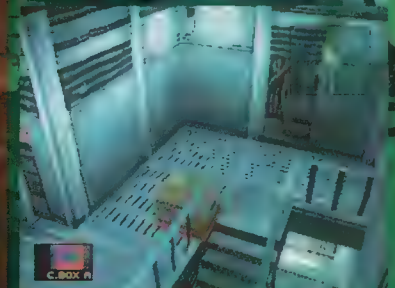
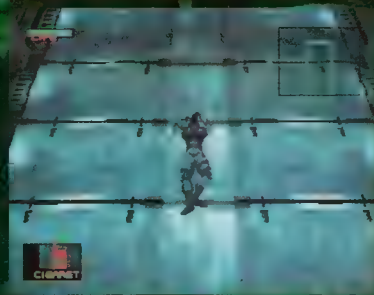
Another new guard patrols the area outside the Mine Detector room. He's tough to avoid, so you might as well just stand off screen and "suppress" him.



Once Meryl opens the hangar door for you, you're free to leave. But watch out for the infrared beams that line this corridor: Unlike the last trap of this type you faced, these beams constantly move up and down, and it will take timing to cross them correctly even with your goggles or a cigarette. Failure means death, but your hands or feet won't trip the beams, so you can make it across easily if you pause between each metal bar.



Once again you'll have to whip out the thermals or smoke a cigarette to see what you're doing.



One kinda nice property of the box is that you can drop it in the path of cameras if you're about to be caught in their line of sight, and the camera will pass right over.

Only Process

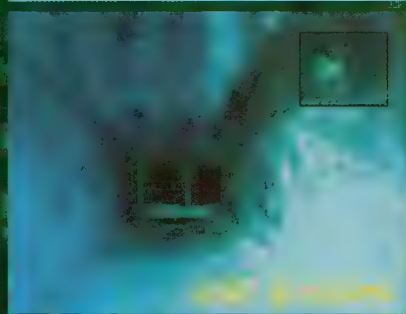
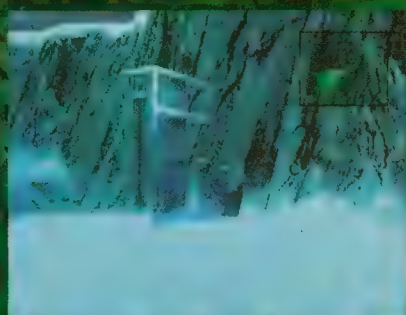
SINCE

GENERAL BRIEFING

Don't be too hasty here, as you'll trip one of the landmines lying in your path. Luckily they're easy to disarm, and you have two different ways of spotting them.



These rations are the only items you can get before the tank battle begins. Grab 'em, equip 'em, and watch out for mines.



This easily-missed crevasse gives you an opportunity to replenish your chaff supply.



TECHNIQUE: DISARMING MINES

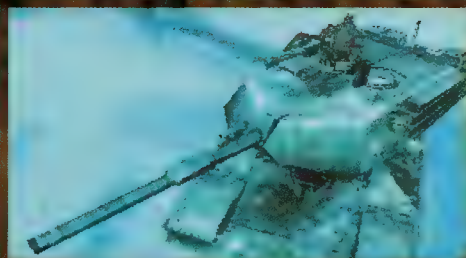
With your Mine Detector, your radar shows you both the mines and their blast radius. In a pinch, you can use your Thermal Goggles to see the actual mines on the regular screen, but the blast radius isn't shown. The difference is pretty much immaterial, though, since you don't have to see them at all to pick them up.



If Solid Snake is crawling, he automatically disarms all landmines he encounters and adds them to his inventory! Now you can use them to set traps for enemies, or even kill them instantly by dropping landmines at their feet. The flashing lines that appear show you the blast radius of the mine.

WAVES

BOSS: M-1 TANK

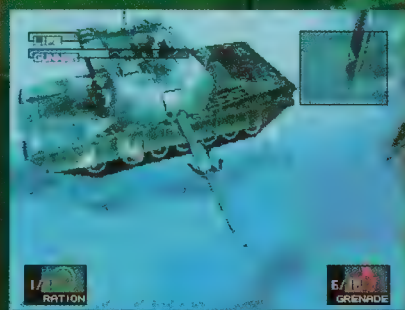


Unless you want to try running from bluff to bluff to hide from the tank shells, you'll want to use a chaff grenade.



The tank shells hurt, but trying to dodge them by hiding behind bluffs is your only hope if you're out of Chaffs.

Use the Chaff as soon as you step out of the ditch where you begin the fight, and don't run forward 'til the jamming starts.



The tank's most damaging attack is running you over. With its extreme speed and unpredictable movement, the only real way to avoid this is to prevent it from happening all together by blowing up the treads.



Two mines will do the trick, although one grenade thrown on top of the front of the tank (the aim is tricky) works even better.



This won't stop the tank from moving, but it will move much slower, allowing you to hit it much more easily.

Fighting a tank when you're on foot isn't easy. You'll need to take this one in stages.

First, use a Chaff grenade to get close enough to the tank to begin the fight. The Chaff grenade shuts off the main cannon, which is a danger only at long range. One Chaff Grenade should get you close enough that the cannon won't be a threat, but you'll have to use another if the tank ever gets a great distance away from you.

As you get closer, you'll have to dodge the machine gun fire, which is doable as long as you keep running around the tank. When it lets up, go for a hit. You have two targets, the pilot and the treads. You can hit the treads by placing C4 or landmines on the ground, and blow them out after two hits, severely limiting the mobility of the tank. You can also take them out if you throw a standard grenade that detonates in front of the tank's treads.

To hit the pilot, throw a standard grenade so it lands on top of the turret, or, if your aim is perfect, in the hole (and you'll do double damage). Aiming grenades is difficult when you're moving, so you'll have to wait for a break between machine gun blasts to get the aim right. It will take practice to learn how to aim and how close to the tank you can afford to stand. As you become more proficient, you won't need to mess with the treads, and will probably be able to kill the tank in just two direct grenade hits. Until then, fight conservatively and go for the treads first.

If you run out of grenades you can also use your SOCOM (with auto-targeting), although aiming it is very difficult, and it doesn't do much damage. If you're careful and don't waste too many grenades, you won't have to resort to this.



After two grenade hits (one on the turret and the pilot is thrown and the tank is invulnerable for a few seconds. If your timing is good, you can throw a grenade in the hole so it explodes when the replacement appears.



You can use the SOCOM as a last resort. This picture shows the range necessary to hit

NUKE

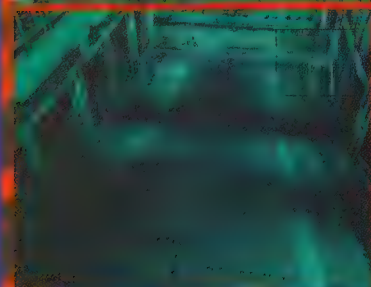
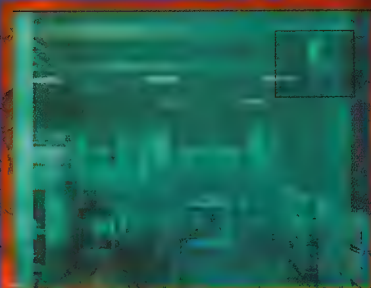
MISSION DATA

In an area in which simply being noticed virtually guarantees your death, it's a good idea to minimize your risks and take only the items that you really need. The rations are easy to get, and since your ration capacity was raised to three after you defeated the tank, you should have plenty of room for 'em. If you follow

our suggested route, you'll pass right by the Grenades, and will be able to get the Chaffs without much trouble.

But you'll have to head the opposite direction, up towards the camera from the entrance, if you want the FAMAS and SOCOM ammo. If you're patient and careful, you should be able to get them without too much trouble, but there will be easier opportunities to get ammo on the lower floors.

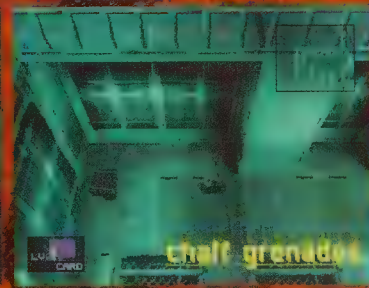
After you grab the rations, check out the view from this window. Take a minute to survey the area and make sure it's safe before you crawl under the door.



rations



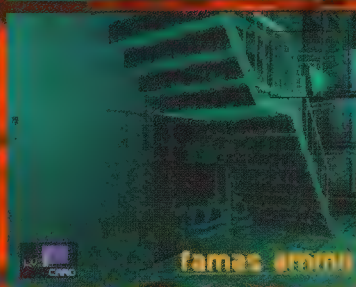
grenades



chaff grenades



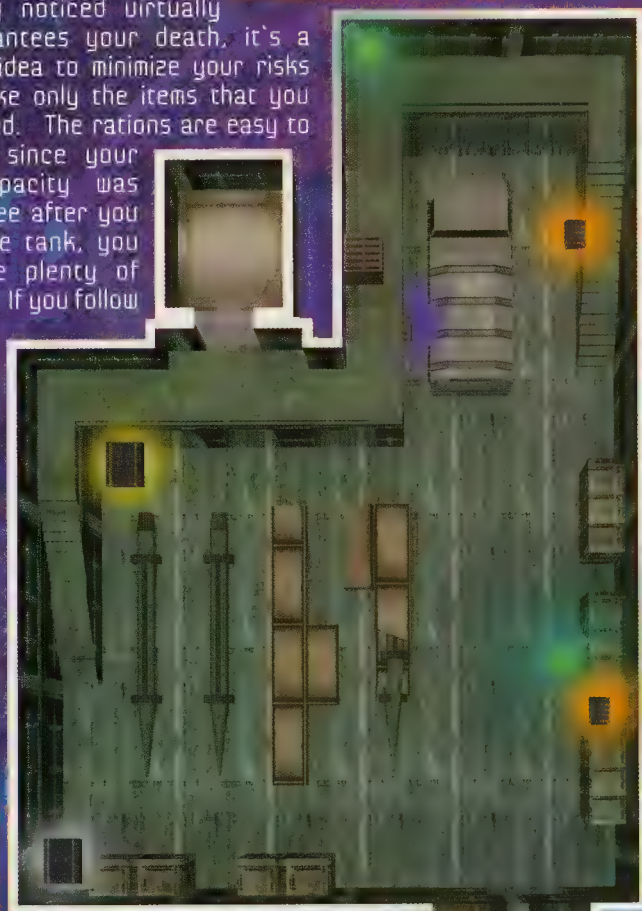
famas ammo



famas ammo



socom ammo

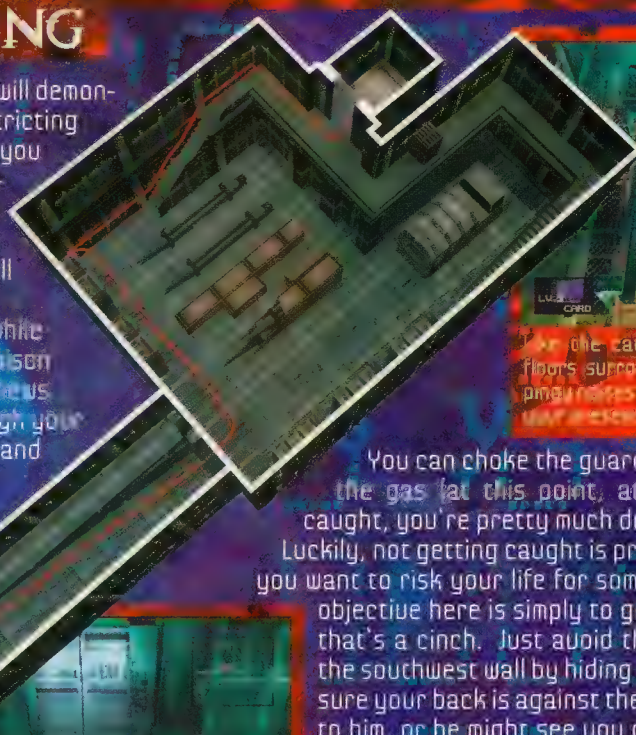
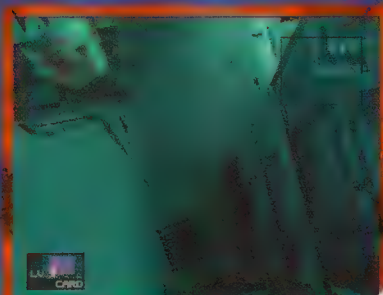


THE DEPOT

GENERAL BRIEFING

As soon as you enter this room, Dr. Naomi will demonstrate her incredible faith in you by restricting access to all of your weapons, so that you won't accidentally shoot a missile or something. Unfortunately the guards here have no such concerns; if they (or a camera) spot you, they'll fill your stomach full of

lead while the poison gas chews through your lungs and skin.



The one catwalk is the armory. All floors surrounding the armory make ping-pong noises that can alert the guards to your presence. Be careful!

You can choke the guards, but nothing will stop the gas (at this point, at least), so if you get caught, you're pretty much dead.

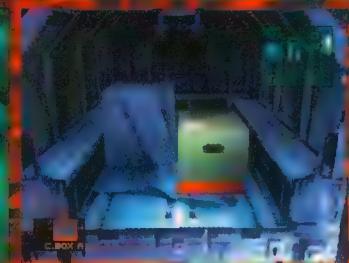
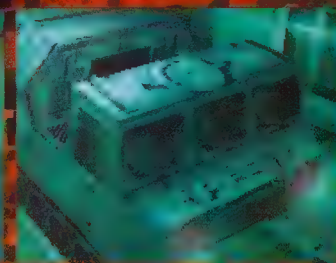
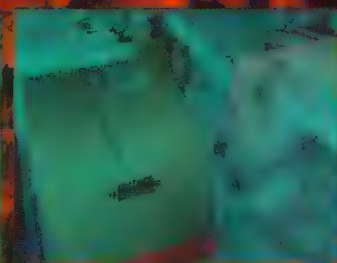
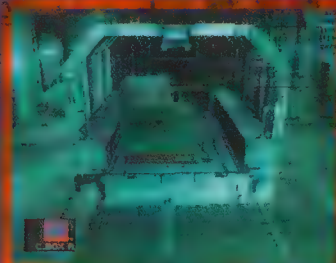
Luckily, not getting caught is pretty damn easy. Unless you want to risk your life for some crummy bullets, your objective here is simply to get to the elevator. And that's a cinch. Just avoid the guard walking along the southwest wall by hiding behind the boxes (make sure your back is against the stack of boxes closest to him, or he might see you out of the corner of his eye), then run right up the stairs and towards the elevator. The guard prowling the catwalk never turns around, so if you can get behind him, you're home free.

TECHNIQUE: WARPING

Believe it or not, the cardboard box is actually good for something more than getting yourself shot by suspicious guards. Yep, with the various cardboard boxes you'll find as you progress, you can "warp" back to locations you've already visited! Here's how it works. First, examine your cardboard box and see what location is written on its side. The one you have now says "Heliport." Then, find a truck, like the one in this warehouse. Hop onto the back of the truck and use your box so it is on the outside edge of the truck bed. Then the guards, who are apparently not trained to ask questions, will give the box a free ride to whatever location was written on the side. Basically useless, but fun.

Believe it or not, the cardboard box is actually good for something more than getting yourself shot by suspicious guards.

The Nike Depot, the Heliport, and the second sawfield are the only three locations you can use trucks to "warp" from.





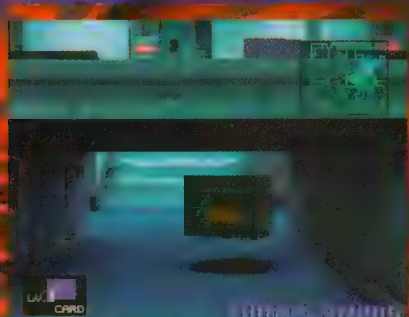
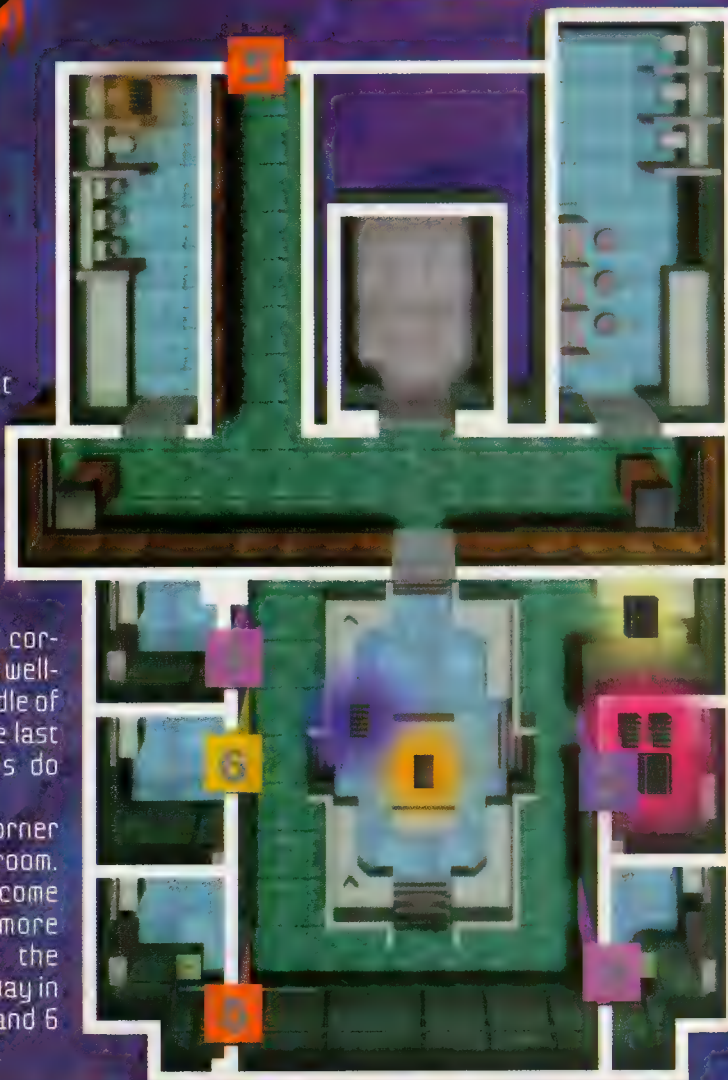
NUKE

MISSION DATA

There's not much to do on this floor, you're just here to grab the Nikita Missile Launcher, a powerful weapon that not only gives you a fancy new way to kill people, but also opens the door to progressing in your mission.

You'll find it in the level 3 security-locked room in the middle of the office suite just south of the elevator. While you're there, you can also grab a box of Stun Grenades from the alcove in the Northeast corner, some SOCOM ammo in the common area, and a well-hidden box of FAMAS ammo under the desk in the middle of the common area. Be careful when you go for those last two, since the peripheral vision-impaired guards do glance in that direction from time to time.

There's also a box of rations by the toilet in the corner of the men's room. You'll have to come back a few more times to get the items locked away in the level 4, 5, and 6 security doors.



A box of ammo under a desk in an office suite? Probably hidden here by an overworked temp with plans to "dispute" a poor performance review with her superiors.

The general supply of ammo that you need to finish the mission is located in the common area. The Nikita Missile Launcher is located in the security-locked room. The FAMAS ammo is located in the common area. The Stun Grenades are located in the common area. The Rations are located in the men's room.



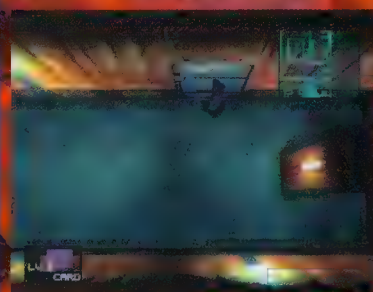
REPORT

(OFFICE BLOCK) B1

GENERAL BRIEFING



The guards on the first floor all have health or 50 and may lock up, so make a mental note to take them down when you have access.



He's just sitting in here... yet.

Snow has access to all of his weapons again, so you have some decisions to make here on how to deal with the guards. Your only objective is to grab the Nikita, but the center office block can be a bit tricky to deal with, since the guards walk in rather irregular paths, and can even see through the glass doors at times.

If you don't have any reservations about indiscriminate killing, you might want to consider ambushing the guards in the men's room. There should be one at the urinal when you get off the elevator, and the other one will be in there just a few minutes afterwards. And if you miss, hey, no worries! Both guards seem to have horrendous prostate troubles, and head off to the loo in roughly two minute intervals. And since they pee for like half an hour, you've got plenty of time to line up a SOCOM shot and vigorously enforce the Fox Hound "all employees must wash hands..." policy. Check out the hand dryer while you're in the bathroom, by the way... It can unfreeze frozen rations!

Speaking of restrooms, don't waste a lot of time trying to get into the women's restroom. Solid Snake may have been trained in ten thousand different methods of killing people, but his training apparently didn't include lessons on violating simple social mores. You can get in there later with a little help from a lady friend.

Obviously, there's not a whole lot to do here, so grab your Nikitas and head to the next floor down for some real action.

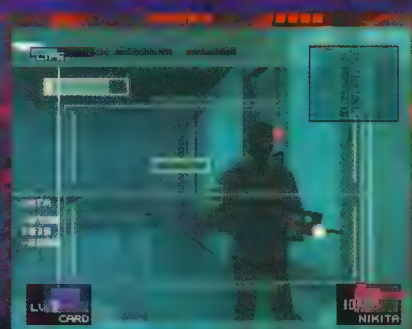


"Why not just choke him? You said he was peeing? That's disgusting, you sick freak!"

WEAPON: NIKITA MISSILES

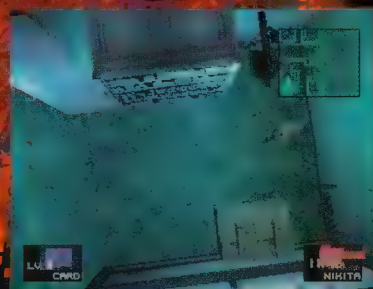
The Nikita exists mostly for the specific task you'll face on the next page, but there's no reason not to also use it to slaughter guards in horribly brutal ways. Well, okay, there are a couple of reasons you probably won't want to use it here, like the way the explosions it causes tend to make the surviving guards a wee bit suspicious. But fun is fun, and nothing beats firing a Nikita and chasing your victim around a bit. Holding down the lock button puts it into first person mode, which makes controlling it easier (it seems to move more slowly) and gives you an enemy-searching auto-targeting feature (enemies appear as grey squares in the middle of the screen).

Nikitas self-destruct in about thirty seconds (the green bar in the first person mode tells you how long you have to go). If you want to return to controlling Snake before that, you'll have to ram it into something to detonate it prematurely.



And he still doesn't respect a thing!

The Nikita allows you to kill from rare spots like this one, without risking your own neck. When controlling the missile in the overhead view, turn frequently to quell the missile's sudden bursts of speed.





NIKITA

MISSION DATA

I can't believe how much stuff is on this floor! Two rations, the Gas Mask, two Nikita refills, two boxes of Grenades, and one box each of C4 and Chaff Grenades. And that's only the stuff you can get with security card level 3! Come back with security card level 4, and you'll also get a pair of Night Vision Goggles and two boxes of Stun Grenades. The level 6 door hides the nicest treat of all... Body Armor! And all you have to deal with to get it is a handful of easily dodgable GunCams.

But let's not get ahead of ourselves here, you won't be getting that for some time yet. In fact, you won't be getting anything unless you can de-electrify that damn floor...

The gas mask, located just off of the electrified hallway, is the most important item in this location. But in your haste to get it, don't miss the gun cam lurking in the corner above the desk. A well-aimed Nikita should put it out of commission so you can get that handy gas mask safely. Unfortunately, you have to unequip the damn thing every time you use your key card, but it's still nice to have.



DEPOT

(LABORATORY B2)

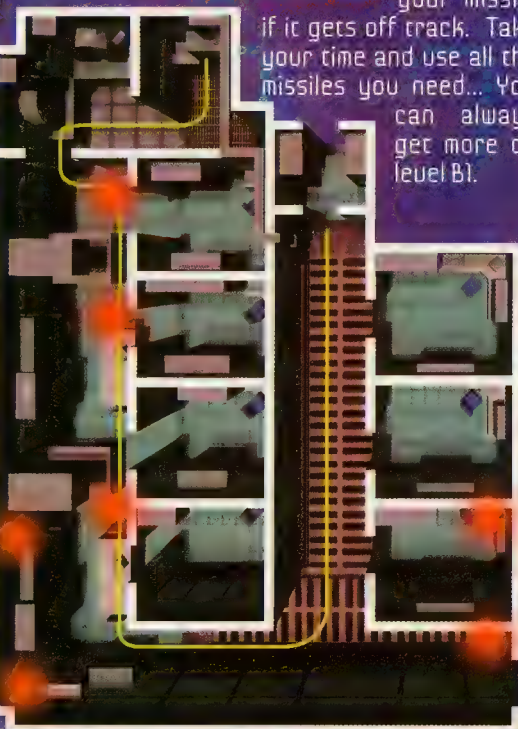
GENERAL BRIEFING



This may look like a door, but there's no way to get through to the generator on the other side without crossing the electrified floor.



Lean up against this wall to get your first peek at the esteemed doctor "Hal" whom you came all this way for.



You can't get past the electrified floor in this room until you take out the generator just west of the elevator. Unfortunately, nothing in Snake's arsenal can break the glass separating you from it, so you'll have to take the long way around... a carefully aimed Nikita missile fired from the electrified hallway.

Controlling the Nikita can be tricky... It picks up speed quickly on straightaways, so you'll probably want to be making unnecessary turns (and then quickly moving it back on track) as often as possible to keep the speed down, lest you not have the time to make the tricky turns at the end of the hallways. If you have an analog controller, use it. Nikitas have full 16-direction analog movement and are much easier to keep under control with a Dual Shock pad. Experiment with the two views to see which one you think is easier to control. The first person view gives you more time to make turns, but doesn't allow you to see the area around the missile very clearly.

As if the control alone isn't problem enough, you have two other annoyances to deal with. The poison gas in the hallway will bring this exercise to a premature end if you don't head back into the airlock for more air frequently, and the GunCams will blow up your missile

if it gets off track. Take your time and use all the missiles you need... You can always get more on level B1.



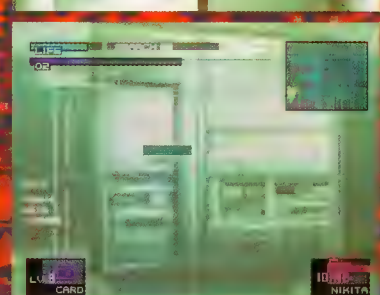
The GunCams here can be a pain, but if you stick close to the wall, the explosion of your Nikita will take out the offending GunCam too.



It's easy to become so involved in Nikita manipulation that you lose track of your air meter. Make sure you run back into the airlock periodically for more of that sweet, sweet oxygen! That gas works fast.



There's no way you're getting through here on foot. It's the Nikita or nothing.



NUKE

GENERAL BRIEFING

Once you've destroyed the generator, you'll be able to cross the formerly electrified hallway without having to worry about anything except the gas. And once you get the gas mask (the third door directly off of the hallway) you won't even have to worry about that. Of course, you'll still have to take off your mask any time you want to open a door, because America's last hope for stopping an army of nuclear terrorists can't quite seem to figure out how to wear a gas mask and carry something at the same time. (Sigh)

Anyway, you can raid the west wing for items now, or wait 'til after you defeat the next boss and get the level 4 Security Card. If you go now, make sure you use a lot of Chaff Grenades to get through the GunCam-infested hallway safely.

The route to Dr. Emmerich is also guarded by a GunCam... No point wasting a Chaff Grenade when you can take it out with a Nikita, but remember that you'll have to deal with it again on your way out, since it will regenerate after the boss fight. There's a box of FAMAS ammo outside of Ninja's area, and two more boxes inside, plus rations in the glass alcove with the super computers, and Chaff Grenades in the lower right hand corner.

Below: The gas mask awaits!
Below Right: The gas mask messes up your first-person view.



With the Nikita, you can kill pesky GunCams like this one outside of Hal's door from just about anywhere.

DEPOT

LABORATORY B2

BOSS: CYBER NINJA



There are a number of distinct phases to this boss, but the basic strategy of using only your fists remains constant until Ninja's final transformation.

At first he'll attack you with his sword, but you'll quickly learn that he's capable of blocking any weapon you fire at him, or teleporting away from any explosions. Once you're satisfied your weapons are as useless as his repeated taunts suggest, put 'em away and start punching. After two punches, he'll

sheath his sword in the name of a fair fight, but it's an agreement you have to honor as well... If you attack him with any weapons after this point, that sword will come right back out for the rest of the fight, and you'll have to contend with his damaging sword techniques as well as his martial arts. Although you can shut down his electronics with one Chaff Grenade (the only weapon that has any effect on him), allowing you to get a free hit, we don't recommend this as even a single Chaff Grenade will send him reaching for his sword to get even.

At the end of the fight, a large electromagnetic bubble will surround him, and you'll have to hit him through that three times. Timing when it's safe to run in and punch him can be tricky, so forget about it and whip out a gun. He's past the point of being able to retaliate now, and three bullets (at each of his three locations) will finish the fight for good.



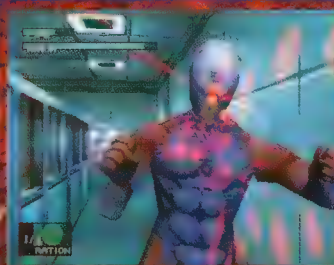
Ninja can block everything but a Chaff Grenade, but even that causes him to whip out his sword and go for revenge.



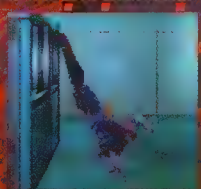
So refrain from using weapons until this, his final form.



Everyone in this game makes SUCH a big deal about "stealth" technology, but let's all face it, it's pretty damn obvious! When Ninja starts using his to "hide" from you, you can spot him easily from the ripple effect. Or you can make it even easier, by using your Thermal Goggles.



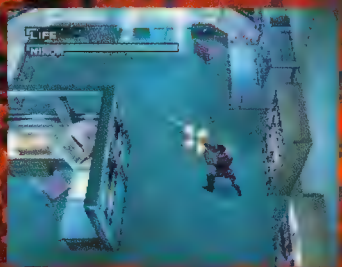
Left: Using the 3D view is dangerous, but it sure looks cool!



A serious in-joke here: This area is laid out almost identically to the Metal Gear Solid development team's offices in Tokyo. There are even posters for Policenauts, their last game, in the background, and Metal Gear binders on the bookcases! It's also the only area where you can completely destroy objects in the background. They must have had a lot of fun designing this area.



This is clearly a video game system of some kind. But what? 300? Saturn? Not Yaroze PlayStation?



In his second-to-final form, Ninja uses a devastating, glass-shattering teleport punch. To avoid it, get out of the way whenever he teleports (loop behind him if you can) and stay away from three hit combos, or he'll hit you hard if you miss.



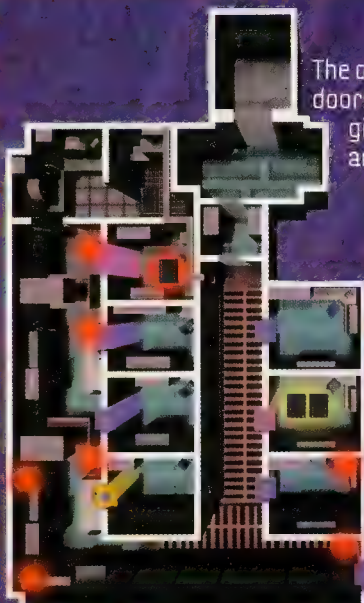
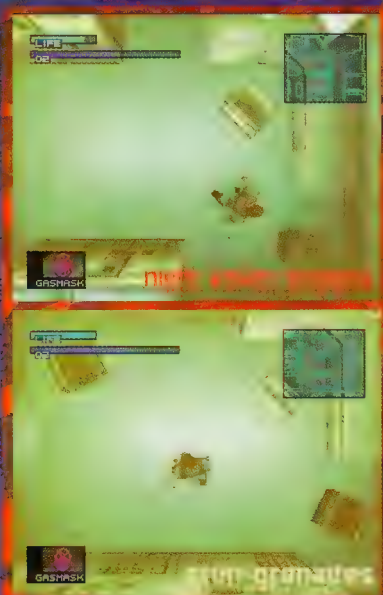
NUKE

MISSION BRIEFING

Personally, I wouldn't touch anything that Hal fishes out of his urine-soaked pants, but you'll need the level 4 security card to progress, so you'd better grab it. But before you head off to see what the deal with Meryl is, you might want to do some back-tracking and use that sticky, smelly security card to open a few doors that had previously been locked. Now, you'll have to come back this way in an hour or two, so this may be a wasted trip, but you're probably excited to get your hands on the camera, and, um... Well, I guess there's really nothing else too exciting. But it'll only take you a couple of minutes.

NUKE DEPOT B2

The only interesting item you'll find behind the Level 4 Security doors here is the Night Vision Goggles, which amplify light and give you a raging headache. They're useful in exactly one area of the game (The Wolf Cave) so don't get too excited.



SNOWY FIELD



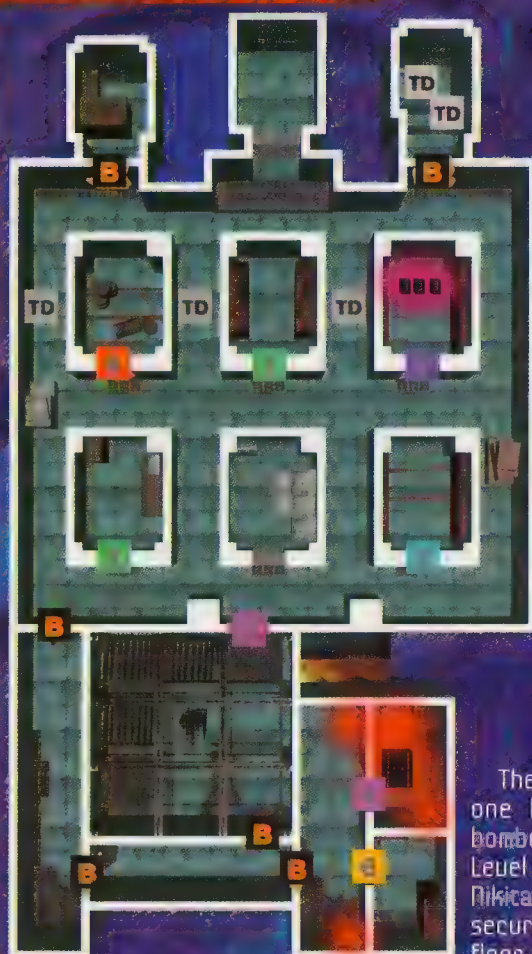
As soon as you get the fourth security card, this area becomes completely refortified with mines and spotlight-range GunCams. Stick to the east wall to avoid the GunCams, but remember to crawl and pick up the mines to the South.



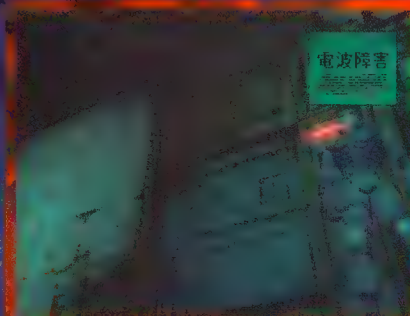
DEPOT

LABORATORY B2

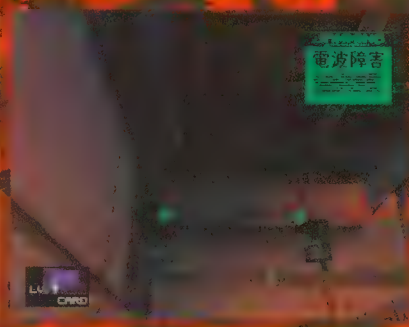
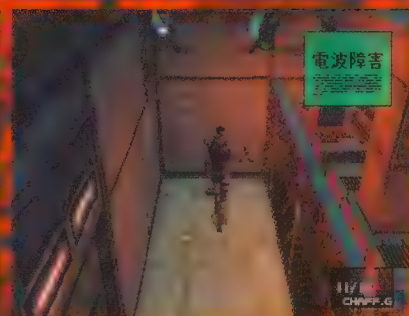
ARMORY B2



the Thermal Doggles, if you missed your chance at getting them when the door was left open on your first trip here. Stock up on ammo quickly and get out of here, for Meryl is waiting!



The Camera is located in the level 4 security locked room in the bombed-out area on the east side of the main building. You already know about the level 4 security door, but the three inside are much harder to deal with. You need to go Nikica and you'll have to use a Chaff here.



The new rooms here include the one holding the camera in the bombed-out hidden area, and the Level 3 door that contains a ton of Nikica ammo. There's also a level 4 security door on the first (ground) floor of the armory, which contains

ITEM: CAMERA

The Camera doesn't have any real use in the game. You can take pictures of game scenes with it, then save them to your memory card and view them with the Album option that will now appear in the Special menu. If you take pictures at the right places, you'll find freaky weirdos like this guy when you get them developed. You can find details on our favorite Kodak Moments in the Secrets section.



The level 3 security door contains a number of Nikica missiles, as the writing on the door would suggest.

Virtually all of the rooms in the center of the building have been emptied. You've already emptied them, so stock up and save!





NUKE

GENERAL BRIEFING

This area presents a very interesting puzzle... One of the three guards here is actually Meryl in disguise, but which one? You have to get her attention without any of the other guards noticing, and if you try shooting them, you risk killing her (which results in a game over, by the way).

There are a number of ways of figuring out which of the three is Meryl. The one that comes most quickly to Snake's seriously perverted mind is to check out the asses of the three guards until he finds the one that most closely resembles the one he was so entranced by in the intermission after they shot the guards outside of the DRAPA Chief's cell.

The way you're supposed to solve this puzzle is pretty comic. Remember all the gratuitous close-up shots of Meryl's ass the last time you met her? Well, you're supposed to check out all the guards to see which one has massive hips and that certain swank in their walk. Good luck!



A not-so-subtle reminder.



Fake, she ain't her.

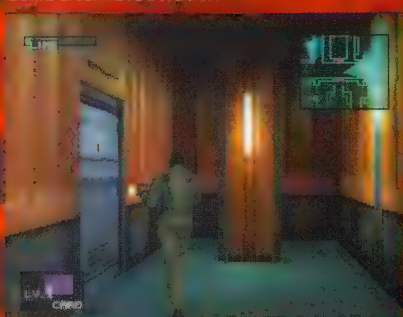


There we go.



And into the very last room!

Some alternate solutions:



Meryl has to go to the bathroom sometimes too, so if you wait long enough she'll head off to the lady's room. You can't follow her in, but you can get noticed by her right outside of it, or go kill the other guards while she's in there.



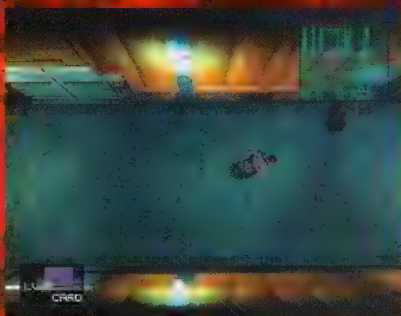
You can also figure out which one is Meryl by the process of elimination... Eliminate the male guards during their frequent trips to the men's room (while they're engaged in an act of elimination themselves, actually) and Meryl will soon be the only one left.

To get her attention, simply wander into her range of vision, and the good 'ol Metal Gear exclamation point will pop up over her head. But the alarm will not go off, and instead of firing at you, she'll hightail it to the lady's room. Follow her in, and you can finally confront her.

If you alert the wrong guard, be careful you don't shoot Meryl by accident when combat begins! Whenever an alarm goes off, she runs to the door right outside of the office suite, and waits there. She points her gun at you, but never fires. If you can shake off the other guards (you'll probably have to kill them, and then hide from the reinforcements behind a pillar or in one of the stalls in the men's room), you can then follow her afterwards and get her attention later.

Don't bother trying to get the items behind the Level 4 Security doors yet. After the event with Meryl, the other guards will disappear and you'll be able to pick them up easily.

Now quickly chase her into the lady's room! Catch her within 5 seconds for a little surprise! (See Secrets)



THE DEPOT

(OFFICE BLOCK) B1

URINAL FUN!

C4 ON THE BACK

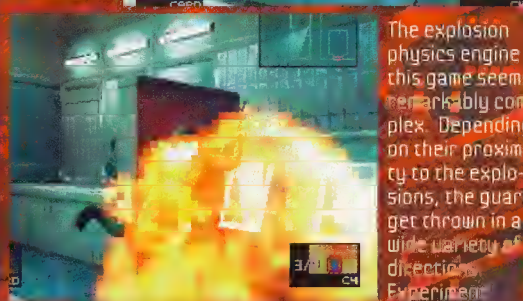


Can you believe that you can actually **put C4 on the back of guards**? There are some perils here, though, as I don't think it's possible to do it without being noticed. But if you can wait out the alarm (I like to choke or throw the guard until he's just stunned and then hide in the stall) the guard will go back to peeing with your 5 mega-cool "Kick Me" sign still on his back. Now you can follow him around on his duties and kill him at your leisure.



I hope we can all agree the the only really cool way to approach this puzzle is by executing people in the restroom. Not that it's efficient or anything, but *just because*. However, if you just walk up and shoot them with your SOCOM like in the picture on the facing page, then you get -- And I'm going to be very strict about this -- **NO PROPS WHATSOEVER**. Here are four exciting, creative, and sickeningly sadistic ways to eliminate the urinating guards. Mix and match, or make your own. Have fun!

C4 UNDER THE URINAL



The explosion physics engine of this game seems remarkably complex. Depending on their proximity to the explosions, the guards get thrown in a wide variety of directions. Experiment.

FUN WITH LANDMINES!



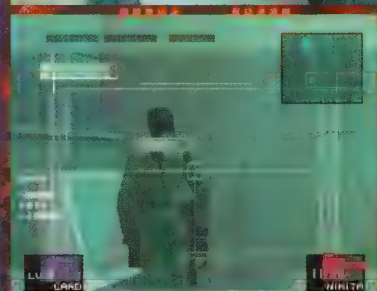
I bet the Millennium guide to Metal Gear Solid didn't devote an entire page to killing people while they pee. See, now aren't you glad you went with **VERSUS BOOKS?**



That's right... Just a little closer... Buwahaha!

NIKITA MISSILES!

I think it's the exclamation point over the guard's head as he dies that sells this one. And what about the guard's pose as he's sent flying? Heh heh... Yep, call grandma and wake the kids, this is solid fun for the whole family.



Make sure to cut to first person view before the moment of impact!





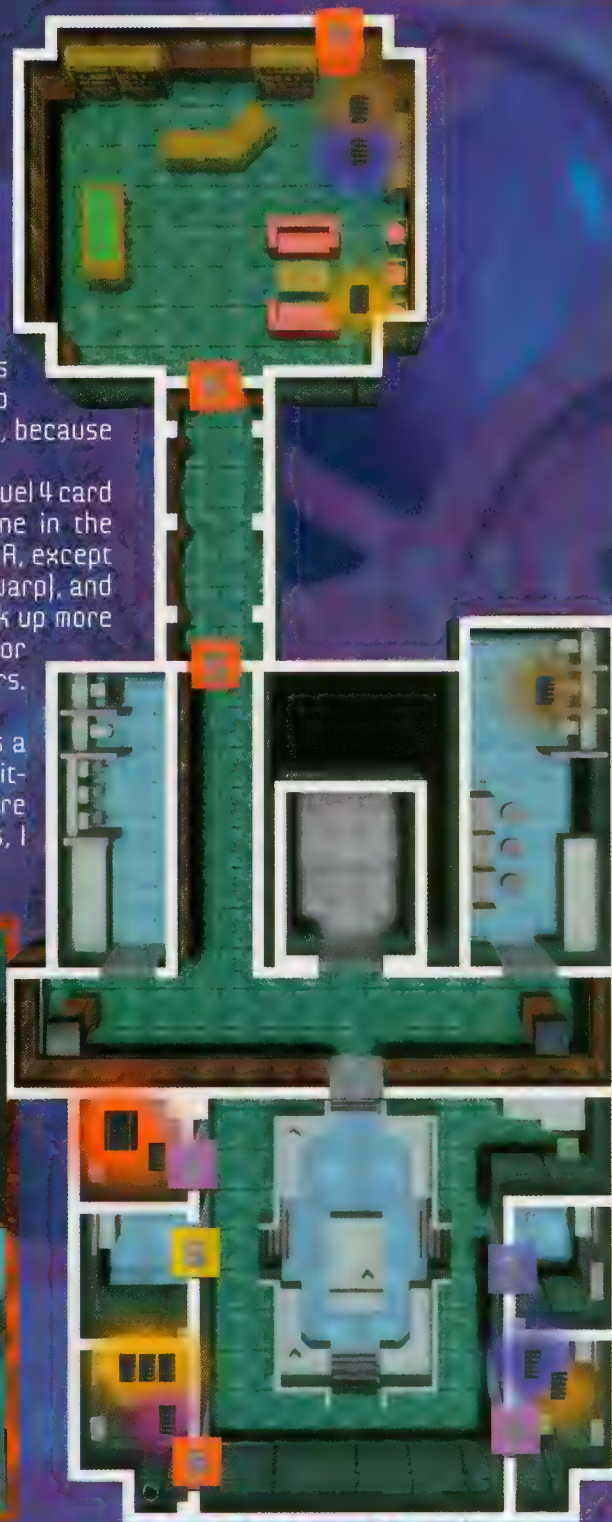
NUKE

MISSION DATA

After you've confronted Meryl in the final stall of the women's restroom, she'll join you as you head North to confront Psycho Mantis. Make sure you grab the rations in the restroom, though, because if you leave, you'll never be allowed back in.

Then head back into the office suite to raid it for goods. The level 4 card will get you two rations (that's a total of three with the one in the restroom), Cardboard Box B (which is identical to Cardboard Box A, except that it takes you back to the first level of the Nuke Depot if you warp), and some FAMAS ammo. With your level 5 security key, you can pick up more FAMAS ammo and three Diazepam pills. Ignore the Diazepam for now... It's a drug used to steady the nerves, widely used by snipers. You'll know when the time comes to use it.

The room in which you confront Psycho Mantis also contains a bunch of ammo and a third ration. As if that wasn't enough, the little passageway he opens up for you afterwards contains yet more ammo and yet ANOTHER ration. So no need to sweat the details, I guess.



DEPOT

(OFFICE BLOCK B)

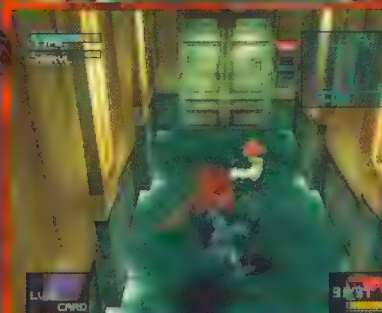
GENERAL BRIEFING



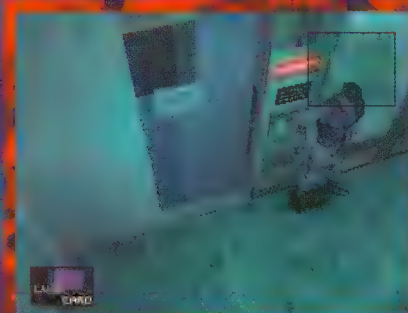
Meryl gives you the level 5 security card here, allowing you access to all the goodies mentioned on the facing page. You can also restock on Nikita missiles and such, which have regenerated since you defeated Ninja.

If you're wondering what's in the Level 5 security locked door in the Armory, you'll have to wait and see... Meryl won't let you backtrack as long as she's accompanying you.

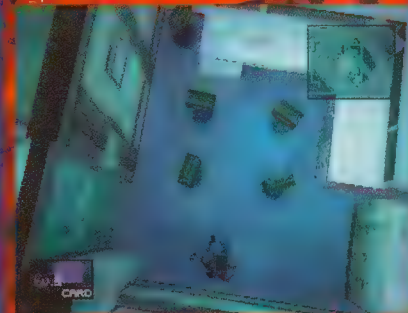
Speaking of Meryl, you can do some fun things with her now. Get close and switch to first person mode, and she'll gradually become disgusted with your leering. Even better, whip out a weapon and give her a taste of the good-natured humor that Snake is famous for by shooting her in the head. Not only will she demonstrate her ability to take a bullet with ease, but she'll retaliate with a slap so hard it practically makes Snake's head explode.



Meryl reprimands a leering Solid Snake.



Except for the single Level 6 door in level B2, you can now open all of the doors in the Nuke Depot.



Nikitas won't do much against Psycho Mantis, but you'll be able to have some fun with them in the areas ahead, so stock up while you can.

You've just gotta love that sweet little Meryl. But be careful you don't play too rough, or she'll die and it'll be game over for both of you.

TRUE KOJIMANIA



Ever wondered what a complete collection of Hideo Kojima (the director of the Metal Gear series, Snatcher, and Policenauts) games looked like? Uh, you probably didn't, but if you did, today's your lucky day!

These games, all connected by plot threads in the "Kojima World," have a dedicated cult following in Japan. The core of this cult consists of a group of fanatic fans who treat the man with an almost religious reverence, never even daring to refer to him as anything but "Kojima Kantoku," or "Director Kojima."

Click "Box," Des Barnes (the man who did the supafresh cover/poster art of this book) is proud to include himself among this comparatively small but devoted fanbase, even going so far as to proclaim himself North America's #1 Kojima fan. His astonishing collection, pictured at left, includes such rarities as the original Metal Gear, Metal Gear 2: Solid Snake, Snatcher, and SD Snatcher for MSX, the original Policenauts for PC-9801, and the not-for-sale Metal Gear Solid Pilot Disc. This mind-bogglingly spectacular assortment of pure, non-stop flava is the envy of even hardcore Japanese Kojima fans.

Says Nick: "Eac id! I'm the original Kojimaniac!"

Hey, we had space to fill.



NUKIE

BOSS: PSYCHO MANTIS

Unique among bosses, there are two dimensions to your fight against Psycho Mantis. In addition to the standard boss tasks of dodging attacks and such, you'll have to discover a strategy to deal with his mind-reading abilities. Those strategies are here, while the fundamental combat strategies (those do not change, regardless of how you go about thwarting Mantis' ESP) are on the facing page.



The main strategy, which revolves around a dubious sort of logic, is for you to remove your control pad from the controller 1 slot, and move it into the controller 2 slot (if you already have a controller in that slot, just use that), and Psycho Mantis will somehow lose his ability to read your mind, or your controller inputs, or whatever. You should do this shortly after Mantis shorts out your screen and the "Hideo" message appears (trust me: this is much funnier in Japanese).

Campbell will actually tell you this strategy, in progressively more detailed messages, if you call him five times during the course of the fight. But most people don't know that there's a secret second way of throwing off his telepathic powers... By destroying the statues to the right and left of him.

To utilize this secret back door strategy, you'll have to call Campbell five times, so he can tell you about the controller port trick. Ignore his advice, keep using controller port 1, fight Mantis and die (unfortunately, that is necessary). After you continue, call Campbell again. They will assume something is wrong with your second controller port and hic you with even more absurd logic that suggests you can distract him by blowing up the two busts of his face.

The third-way is the most fun: Beat him man-style, without using ANY method to throw off his telepathic powers. It IS possible, and just think how impressed your friends will be! Actually, they probably won't care, but hey, do you live your life to please them?

Anyway, the trick here is to use the basic strategy outlined on the facing page. Now this is extremely difficult, because his telepathic powers will only allow you to hit him maybe one time in eight, even if you have a clean shot. Use your fists until the final

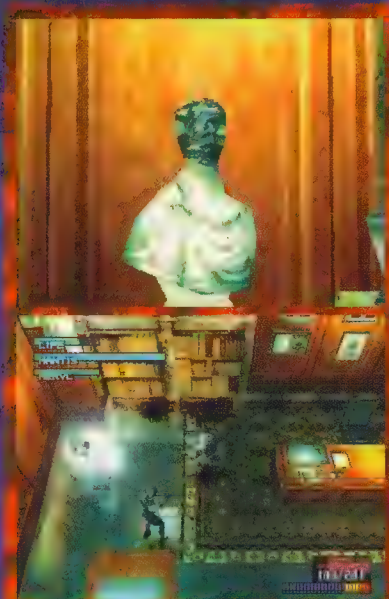
form (so you won't run out of ammo), and practice your dodging skills. Be prepared for the fight to take up to 20 minutes!

ESP SECRETS



Psycho Mantis doesn't actually read minds... He reads Memory Cards! When trying to prove his telepathic abilities to you, Psycho Mantis will try to guess your hobbies. Most people will get the message that Snake simply has no hobbies... But if you have other Konami games (he can't read any other company's save data, apparently) on your current Memory Card, your Psych[otic] Friend will wow you with such comments as "You like Castlevania," or "You like RPG's." (If you have multiple Konami products, you'll get comments like "You like Konami games." If you have Hideo Kojima's previous games, *Snatcher* and *Policenauts* (neither has been released in America, unfortunately), Mantis will say "You like KCEJ games" and you'll get a thank you from Hideo Kojima himself!

One other thing worth noting: If you're playing with a Dual Shock analog controller, Psycho Mantis will ask you to place it in front of you and demonstrate his telekinetic powers by making it shake. Pretty cool, that.



Yeah, right, "shoot off the tape and he'll be distracted by the sight of his face..." As if that logic wasn't lame enough, you actually end up blowing the head clean off, and it still works! Whatever!

Right: Fighting Psycho Mantis man-style requires you to use your fists, lest you run out of ammo too early.



DEPOT

GEARGE BLOCK, B!

DEALING WITH MERYL

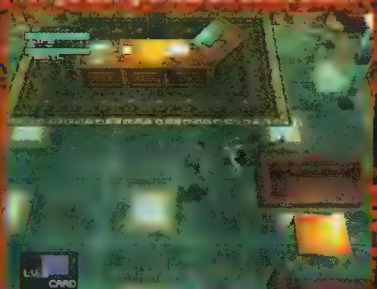


Meryl falls under Mantis' evil power three times in the course of the fight, and turns her gun on either Snake or herself. She's a hearty lass, capable of swallowing five or six of her own bullets, but the damage adds up and you'll need to find a way to take her out of the fight without killing her, which, in turn, kills you.

Choking's a bit too dangerous, since a few chokes too many will kill her. But throwing works well. It takes three or four throws to stun, but she doesn't put up any resistance and it gets easier each time. The other alternative is stun grenades, but watch the timing during the third event: If it goes off while she's down from shooting herself, it won't take effect.



A single stun grenade will do the trick.



On a series of throws.

Even if you're playing with Controller 1, Psycho Mantis' patterns are so easy to understand that you should be able to survive for as long as it takes to seize victory.

Once Meryl has been subdued (left), Mantis begins the fight by flying around, while invisible, and then reappearing to toss balls of energy at you. These are difficult to dodge, but a side-effect of his mind reading allows you to see through Mantis' eyes. By pressing the look button you'll be able to see yourself in relation to him, and once you get the hang of it, turn to shoot him before he can even attack.

Most of his regular attacks can be ducked, and almost all of them can be dodged by lying flat. But watch out for the paintings, which travel at an angle: They can only be dodged when you're near the desk. If you're near the door, they'll be far enough down to nail you even if you're flat on the ground.

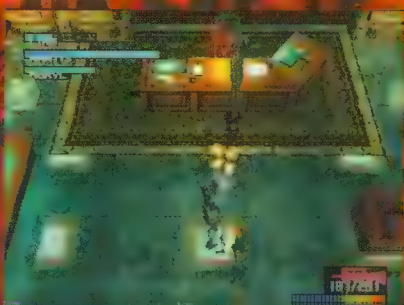
The weapon of choice here is the FAMAS, which you should fire in small bursts. Your fists and the SOCDM also work, but stay away from anything explosive, since he can blow up grenades and such while they're still in your hands. Stun and Chaff grenades are useless too.

In his final form, he attacks with everything, but if you stand between the paintings and fire aggressively, you can keep him on the defensive.

At first Mantis starts tossing his invisible balls, wait for him to disappear, then hit the first-person view button...



Seeing the world through his eyes is confusing, but with practice you'll be able to extrapolate exactly where he is, behind you in this case.

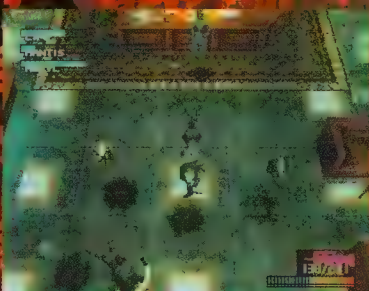


And he's a screen of flying bullets waiting for him when he appears. Later, these, read, and he'll be dead in no time.



Left: Crouching to dodge chairs, statues, and assorted miscellany is easy, but the paintings can be trickier. Stay close to the desk or their arc will be low enough that they'll hit you, even if you're lying flat!

RIGHT: In his final form, Psycho will throw everything at you at once. Dodge it by lying flat until he starts throwing the pictures; with the middle one gone, you have a handy safe spot where you can hit him with ease.



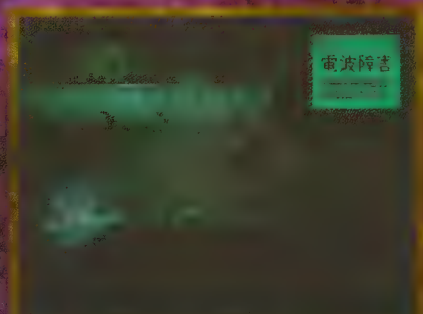
WOLF

GENERAL BRIEFING

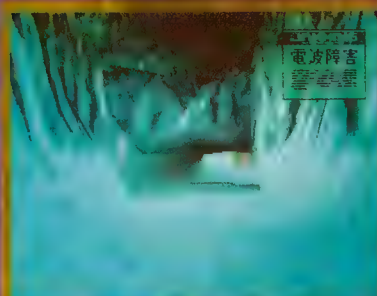
The cave is actually a very simple map, but the combination of the darkness of night, the confusing output of your Night Vision Goggles, the well-hidden crawlspaces, and the constantly attacking wolf dogs can make getting your bearings extremely difficult. The cave's low ceilings block your radar, so that won't be any help... You'll have to make do with the map in this book.

Actually, this is pretty easy even without the map. If you just hug the right wall after you crawl through the first hole in the snow (either dodge the dogs or just punch 'em out of your way), you'll make it to the exit extremely quickly. The tricky part, though, is noticing the exit when you get there. The two holes on the floor are nearly impossible to see in the regular overhead view, so you'll have to switch to first person view to get a closer look.

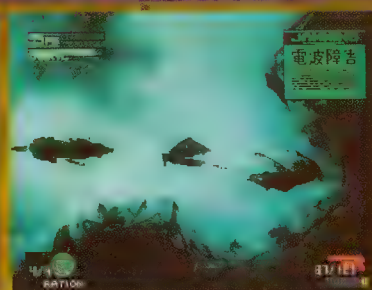
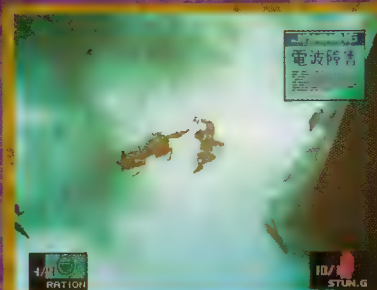
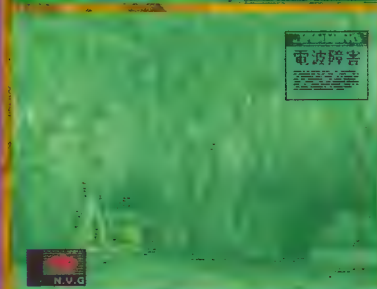
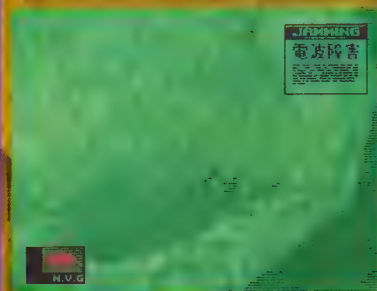
The hole to Snake's left (when you're facing them) takes you to the exit, and the one to the right heads to a cavern with a number of hidden items. Your best bet is to go to the exit first. Meryl is waiting there, and she'll teach you how to treat the dogs right, so they won't attack you. Once that's done, you can go back and explore without threat of constant attack.



About Night Vision Goggles



This area is actually very simple. If you know where the holes are, the first hole is a pretty good bet, but you'll need to go in first, punch out the dogs, and then the hole will lead you to the exit (the one to the right) and the exit.



Don't worry, you can't see the dogs in the cave, but you can see the dogs in the cave. The dogs are in the cave, and you can see them in the cave. The dogs are in the cave, and you can see them in the cave.

I don't really know what the dogs are, but after they properly introduce you to the wolf dogs, you'll get nothing but big red hearts and bloody grins from them. So don't go back and pick up the items you missed the first time through. The wolf dogs won't interfere at all. Unfortunately, they'll have forgotten their new-found love for you the next time you try to cross this cave.



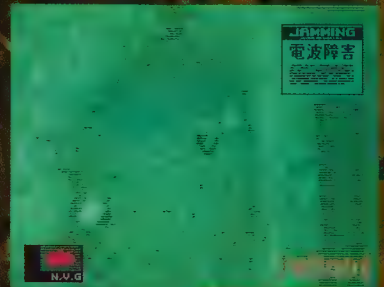
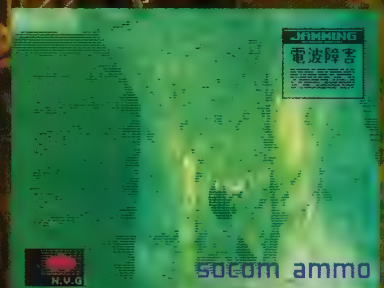
CAVE

MISSION DATA

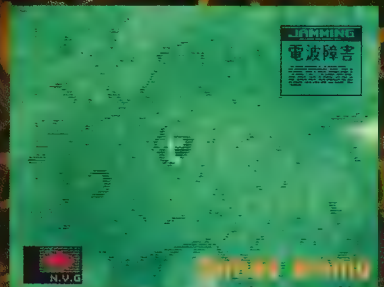
There aren't any major items in this area, and you should be nearly 100% on rationing after fighting Psycho Partis, so you might want to come back for most of this stuff a bit later. Be sure to grab the diazepam, though; you'll be needing that very soon.



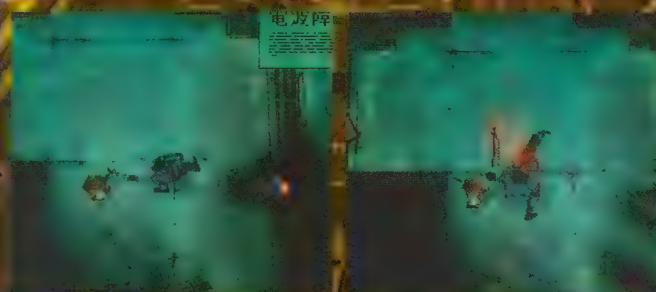
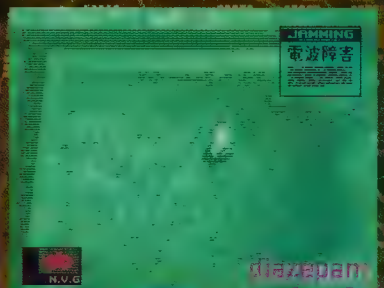
Southeast Wing:



Northwest Corner:



Hidden Cavern:

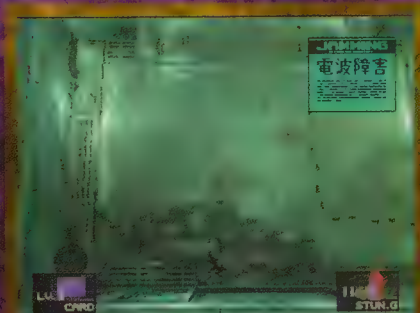


People who enjoy messing with Merul land hope that everyone will be thrilled to see the brand new realization animation stages in this area just shoot, punch, choke, or throw her and watch the fun!

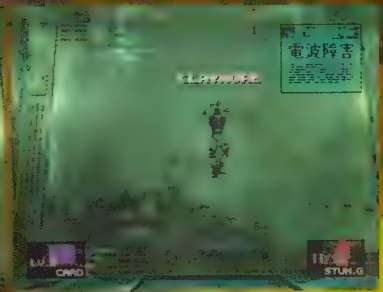
SNIPER

GENERAL BRIEFING

Yeah, Meryl, I'm real impressed by your map memorization skills, but the fact is that by holding straight up, you can run straight through this so-called mine field without getting scratched. But thanks anyway.



After you've forded that terrifying mine field (and filled your pockets if you were running low on Claymores), you'll find a much more fiendish trap waiting on the other side. Thrill as Snake heroically dives for cover, leaving Meryl to Sniper Wolf's tender mercies! But Snake can't cower in that corner forever, and you're gonna have to do something about this Sniper Wolf problem.



As calls to Campbell and the gang will confirm, you can't do anything without a sniper rifle of your own.

No regular weapon can hit from that distance, and if you try to approach *Teryl*, you'll be knocked back into the minefield by Sniper Wolf. Your very own PSG1 sniper rifle is located way back in the Armory, so get moving! You'll find a map of the new mine placements in the first snowfield on page 44, but other than that you won't encounter any unexpected resistance until you get to the Armory itself.



The PSG1 rifle has a very long range, and it's one of the few things that can hit from that distance. It's also the only thing that can hit from that distance. It's also the only thing that can hit from that distance.



The PSG1 rifle has a very long range, and it's one of the few things that can hit from that distance. It's also the only thing that can hit from that distance. It's also the only thing that can hit from that distance.

WEAPON: PSG1

The PSG1 was obviously made for the Sniper Wolf battles, but there's no reason you can't use it to blow away regular enemies from afar. The PSG1 has some very nice properties: It never alerts guards, and it kills in a single shot. It does seem to have one huge drawback, which is that you can't rotate your sights more than 10 degrees or so up or down. As a result, unless your enemies are really far away, you won't be able to target anything higher than their ankles. But here's the beauty of the PSG1 - anyone it hits dies of a massive head wound, *even if you only shot them in the ankles!* It's that German engineering, I guess. Anyway, the armory is a pretty big area in which it's easy to hide, so experiment and have some fun.



SNIPER ALLEY

BOSS: SNIPER WOLF



Don't let Sniper Wolf's not-at-all-Kurdish beauty fool you, she's easily one of the most dangerous bosses in the game.

Sniper battles are all about control. If you can get her in your sights, and keep her there, you'll be able to hit her every time without ever giving her a chance to retaliate. But if you mess up once, the ball's in her court and she'll pluck away at you with bullet after bullet until you can get her in your sights again... if you live that long.

As soon as your sights are up, use your Diazepam, and when it wears off, make sure to take another dose as soon as you have a chance. Snake's perpetually shaky hands will cost you a shot every now and then, and that's all the opening Sniper Wolf needs to gain control of the battle and put you on the defensive. With the Diazepam coursing through his veins, Snake's aim will be rock solid.

You're well within PSG1 range the second you set foot in Sniper Alley, so you can fall and start searching for her right away. But you might want to hide back in the corners a bit until Sniper Wolf gives away her location with her laser pointer. As soon as you see that, you'll know exactly what direction she's coming from, and won't have to waste time tracking around the entire structure while she nails you with pot shot after pot shot. Once you sight her, fire only whenever you have a clear shot. Resist the temptation to fire when she's hiding behind a girder and only a bit of her shoulder or one eye is showing... It looks like you can hit her, but you can't. Never get up or lose your sight, or the battle will be hers.

The only time you may have to get up is if you run out of ammo. The PSG1 bullets in the corner magically return whenever you run out of ammo, but Sniper Wolf will have plenty of free shots while you grab the ammo and have to search for her again. Be quick and remember where you left her so you can head right back in that direction. You won't have to go through this if you don't waste shots shooting her when you can't get the hit, as the PSG1 comes with more than enough ammo to put her down.



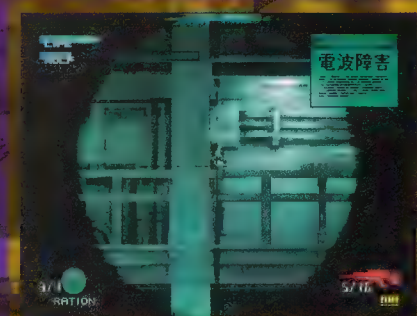
Note Wolf's laser sight in this picture. By following it back, you can pinpoint exactly where she's hiding. Unfortunately, this opportunity passes quickly. (You see this perspective for a second right after you equip the PSG1) so you may have to watch the overhead view for a little while before you can get a clear view of where she's hiding.



Once you see that, you'll know exactly what direction she's coming from, and won't have to waste time tracking around the entire structure while she nails you with pot shot after pot shot. Once you sight her, fire only whenever you have a clear shot. Resist the temptation to fire when she's hiding behind a girder and only a bit of her shoulder or one eye is showing... It looks like you can hit her, but you can't. Never get up or lose your sight, or the battle will be hers.



Once you've finished off Wolf, the battle is over and you can set your sights (literally) on the next mission. It's a challenging battle, but it's an excellent challenge and a great sniping practice. And it's just adorable when they explode into huge puddles of blood. Awwwww.



The perfect shot, but you can't see less of her. She's well hidden, so hit her.



The perfect moment, usually accompanied by a flash of red from her laser pointer, occurs when you can't see less of her. She's well hidden, so hit her.

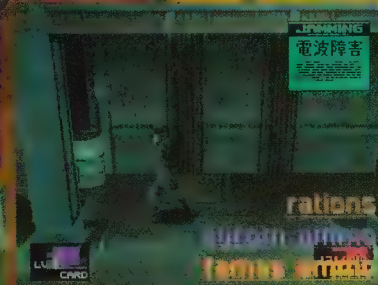
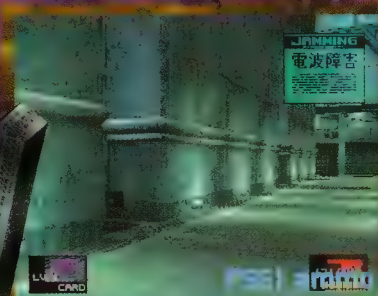


SNIPER

MISSION DATA

After you kill Sniper Wolf, you'll have a few minutes to explore this area. But try to stay far away from the door in the Northeast corner. As soon as you approach that, an event will occur that effectively ends this part of the game. So before you head over there, you'll want to make sure you've picked up all the items that are worth getting, and, just trust me here, *save your game first*.

As you'd expect from a place that's Sniper Wolf's favorite haunt, this alley is loaded with PSG1 ammo. You'll also find some SOCOM and FAMAS ammo, and a ration to replenish your supply. Speaking of Sniper Wolf, you'll find pools of blood at her ambush spot, but she's long gone. You'll have to head towards that Northeast door (after you've saved) to find her.



Acting for both your SOCOM and FAMAS ammo, finding under this structure, but you may need to use your first-person view to see them, and you'll have to crawl to get under the stairs to the right. Don't miss the ration in the west corner; this area isn't frequented.

TORTURE

Revolver Ocelot doesn't torture because he wants information, or for revenge. Nope, he's a purist. He tortures for fun. And the only way to make him stop is, basically, to break down and say uncle.

Everything he tells you is true: You can give up at any time, and the game won't end. If you're killed during the torture scene, you will not be able to continue (which is why you saved before you came here, right?). What he doesn't tell you is equally important: whether you submit or not is an incredibly important decision that *will* affect the game's ending. You can see the details in the "Secrets" section.

To resist, hit the button hard and fast, and make sure you keep hitting it long after he's stopped the machine so you can recover health as quickly as possible. You'll be tortured three progressively harder times during each session.



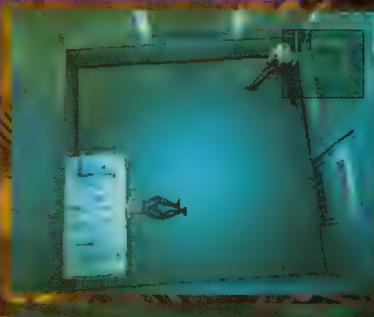
RALLY

ESCAPE FROM PRISON

There are actually a number of ways to escape from your cell in the Prison Block, but they all require a bit of patience. Your first escape attempt won't come until after your second torture session (unless you capitulated during the first one, you wuss!), so take the time between the first two sessions to stare at the DARPA Chief's maggotty corpse and call Campbell and Naomi (she'll do something amusing if you have a dual shock controller) and Otacon. He'll promise to come save you. Saved by Otacon? That doesn't sound promising.

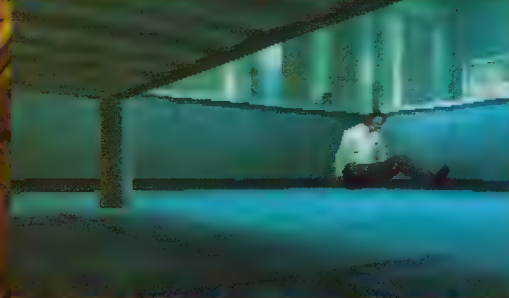
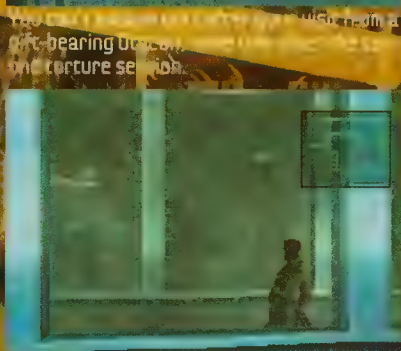
But sure enough, he'll appear at your window after the second session, bearing a scarf, a ration, a key card, and a bottle of ketchup. What a resourceful lad he is. Then he'll disappear, leaving the rest up to you. The first opportunity to escape comes a few minutes later, when the guard runs off to the bathroom. While he's gone, you can set up either of the two escape attempts shown below.

If you're not quite bright enough to figure those out, there's a third method of escape that happens automatically. After five torture sessions, a not-so-mysterious benefactor will appear to kill the guard and open the lock.



This way isn't fancy, but it gets the job done. While the guard is in the restroom, you just crawl under the bed, so you're completely obscured. From under the bed, watch and wait for the guard to come back. Shocked at your amazing disappearance, the halfwit guard will open the door and burst in.

As soon as he does, crawl back out, get to your feet and take him down. If you're too slow in getting out, or you get out too early, he'll catch on and lock you back in there. He'll also catch on if he sees you going under the bed, or part of Snake is sticking out, so make sure your timing is right.



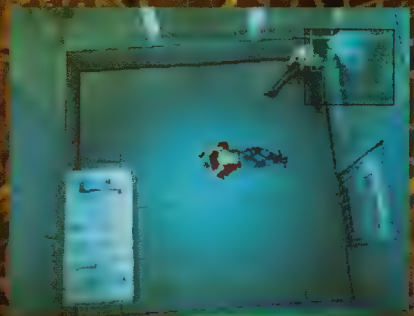
After the second session, Otacon brings a gift-bearing Otacon to the torture session.

When the guard enters your supposedly "grounded" cell, the guard will give an "ambush" message, raising one of the rules.



Otacon is such a feck. He's loose in a massive military installation full of weapons and explosives, and he brings you ketchup? Still, we can put it to good use.

The mechanics of this escape are similar, but a bit fancier. When the guard is in the bathroom, just lay flat on the cell floor, and use your ketchup. The guard will be stunned by your apparent suicide, and come rushing in. You should have plenty of time to get up and knock him out before he can get a shot off. Sucker.



But if you fail to take that opportunity, you'll get one or two more chances before the fifth torture session, pictured here, when someone else saves you.

LIFE

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spiteful Revolu
bomb in up

Liquid and Revolver may have left the prison block after Snake's daring escape, but they did leave a few traps behind. The first is in your belongings. If you successfully resisted the torture, you'll find that spiteful Revolver Ocelot has left a time bomb in your stuff. Get rid of it as soon as possible.

Three GunCams have also been added. One at the door in the corner of the torture room, and two guarding the elevator out of here. You can escape those with a Chaff grenade, but you may want to stick around here a bit and pick up any items in the other side of the prison block that you might have been unable to carry the first time. There are no guards in this area.

I guess it's back to your original mission now, to get to the top of the Comm Tower. Unfortunately, you've got quite a ways to go, but this is actually a blessing in disguise, as it gives you an opportunity to use your new Key Card to pick up some nifty new items.



The guard here is kind of interesting. You can kill him, but it takes more chokes than it does with regular guards, and you'll actually end up catching his cold! (Seriously! Snake will be sneezing later!)

[illegible][illegible][illegible]

HANDICAPPED (PRISON) B1

MISSION DATA

There are three other level six security doors in the areas you've visited so far. They're all more or less on your way, so you might as well stop by. You'll probably never have an occasion to head back this way again, by the way, so make sure you pick up any other items you might have missed while you're here.



ARMORY (B2)



NUKE DEPOT B2



NUKE DEPOT B1



You'd think there'd be a more exciting item here, this being such a well-hidden room. Well, they might not be much to write home about, but these grenades will come in handy. And if you're not full up on stun grenades, now would be a good time to pick some up, if you plan to take our advice on using them heavily in the upcoming Combat Serious Trailer.



Now this is exciting. This classic from the original Metal Gear helps all damage dealt to you by enemy fire (explosion damage is unchanged, however). Not too useful if you make a point to avoid enemies, but an essential item for the combat-filled Communications Tower. Don't miss this opportunity!



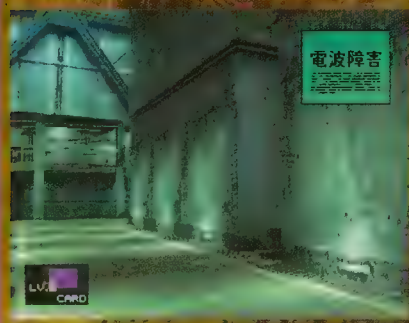
If you picked up a cold from coughing that old past-tense-past-prosecutor guard to my death, you can find the only instance of cold medicine in the level 6 security door to the left of the office suite. Grab it even if you're not sick. You never know when a sick day can be handy.
PS - Doesn't Snake sneeze like a pin?

COMM

GENERAL BRIEFING (CONT.)

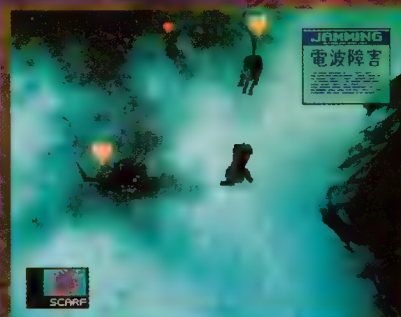


mmm... Tasty food... But the L.A. Cam guarding it isn't quite so pleasant. Be careful, since you can't see G.I. Cam's with the jamming on. Use a Chaff or Stealth.



Finally! No more sniper battles or torture scenes or harried trips back to the armory... You're here to do the Comm Tower for real this time.

Don't forget to use your new scarf to get through the Wolf Cave quickly, and grab the new rations in Sniper Alley... Carefully.



As long as you have the scarf equipped, the dogs that once tormented you are now your loyal friends. Shoot them, kick them, they don't care. Their hearts contain nothing but love, furry love.



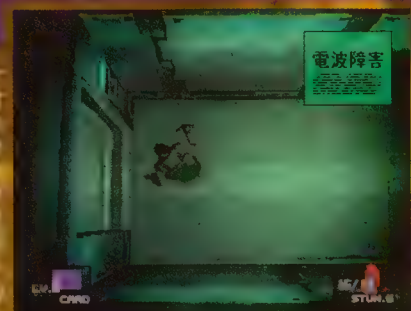
GENERAL BRIEFING: TOWER A

There's no such thing as stealth in this area: The Communications Tower consists of twenty-odd floors of constant combat, and your only choices are to fight back or run for your life.

The enemies are limitless in number, and begin their pursuit as soon as you cross the threshold of the door shown to the upper right. The camera shown in the lower left will see you no matter what you do: Chaff Grenades and Stealth technology won't stop it from setting off an alarm that won't stop until you make it to the roof of the building.

We suggest you run, but it will all be for naught if you miss the Rope (in the metal box) in the very first room. The stun grenades are almost as precious: The best strategy for this level is to use a non-stop stream of them. But no strategy will completely protect Snake from eating a stray shot or two, so don't forget to wear your Body Armor: it's an essential item here more than anywhere else.

It's a long run, but this is your chance to see the world from the inside. Start your run by using a 50% Grenade to clear the door before you enter the area. Then, use a 50% Grenade to clear the area. The Grenade is a very strong weapon, and you can use it to clear the area. It's a long run, but this is your chance to see the world from the inside. Start your run by using a 50% Grenade to clear the door before you enter the area. Then, use a 50% Grenade to clear the area. The Grenade is a very strong weapon, and you can use it to clear the area.



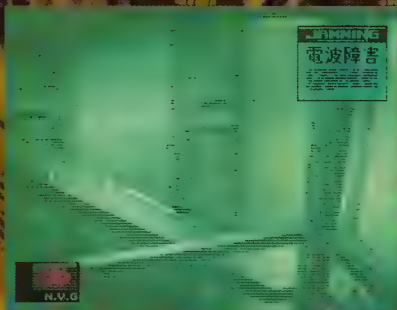
MTOWER

GENERAL BRIEFING (CONT.)

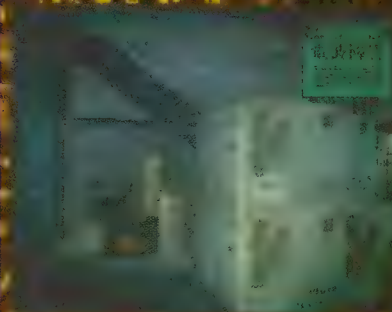
You can never get the upper hand on these guards: While the plethora of ammo left for you seems to suggest they want you to fight, that's a poor decision: Every guard you kill will be replaced by yet another soldier in just a few seconds. Your best bet is to run; the forgiving control in this level allows you to run up the staircases linking all thirty or so floors by just pressing and holding in one direction.

That leaves your hands (and mind) free to deal with the guards that are constantly chasing you, and the sentries lying in wait on higher floors. The way to deal with them is crudely simple: Stun Grenades. Lots of 'em.

The first grenade you threw at the ground floor should get you safe passage up to the 5th floor or so (the floor numbers are written on the landings between staircases), where you should throw another. Throw one on about the 8th floor landing, and one every other floor after that... 10, 12, 14, 16, 18, 20, 22... 10 grenades in all. Throw 'em while you run without ever stopping. Once you get the rhythm down, a new grenade will be going off the instant the previous one fades.

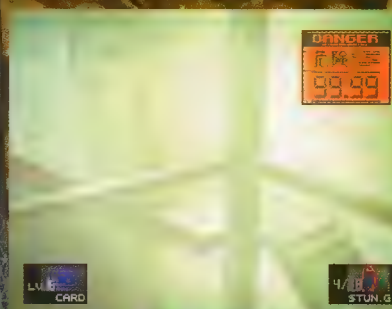


You can eliminate that annoying, wadded black border that is constantly limiting your visibility while you run up the tower by using your Night Vision Goggles. Unfortunately, the Night Vision Goggles also magnify the light caused by your own Stun Grenades (blinding YOU) and prevents you from equipping your Body Armor. So screw that.



The area on the other side of the staircases contains three boxes of SOCOM ammo, three boxes of FAMAS ammo, and rations. Be prepared to kill the guards or use an extra Stun Grenade if you want the loot.

If you're running at a steady clip (just hold the controller left the entire time) you won't have much to fear from the guards behind you. But watch out for the ones ambushing you ahead.



Barf. A Stun Grenade knocks them all on their asses for a few seconds. It also blinds you for a second or two, but there's nothing you need to see in this featureless tower.

The only door you'll find is on level six, which also contains a long terrace with three more boxes of FAMAS ammo, two of SOCOM, and yet another box of rations. Grab the stuff as you run but

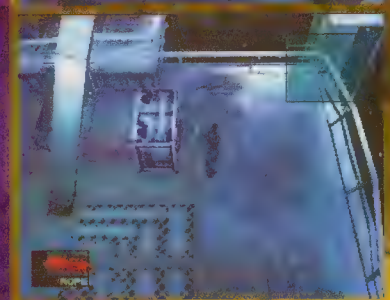


ignore the door (it's sealed shut from the outside; the Dragon will inform you if you contact him). Make a mental note of its location, though, as you'll be able to use it to escape from outside a bit later on.

I hate the way this page looks. That map is a very bad shape and all of these captions have too much text. I thought I'd share that with you. I apologize. I'm a nerd.

COMMON

GENERAL BRIEFING: ROOF



What is the point of this? The point is that you can get to the top of the tower and get the ration box. If you miss some of it, no worries... After you take the ladder out of there, you can return to find the area completely free of guards. Once you've stocked up on goods, head back to the roof and head towards the dish.

Did you miss something in the tower? If so, you can grab it now and out any opposite way. After you climb to the roof, all of the guards will be gone if you go back inside.

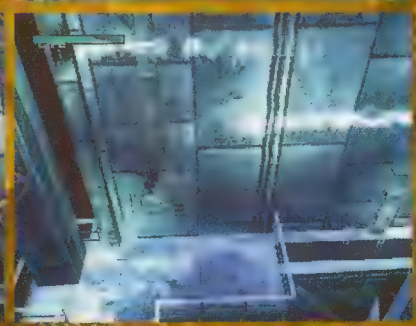
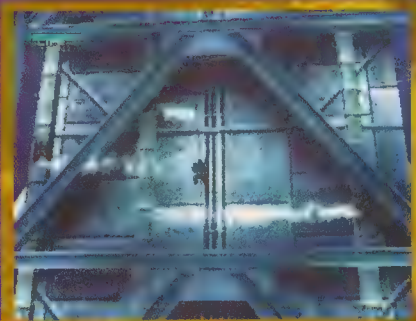
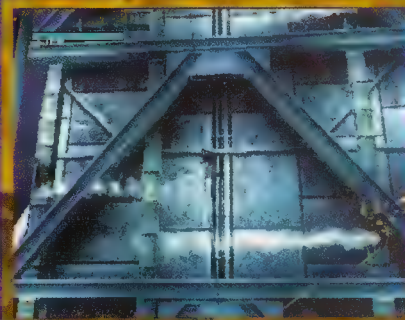
TECHNIQUE: RAPPELLING



Rappelling can be a bit tricky, since you don't have much time to get used to it before it's over. A lot of the options, like running along girders, are pretty much completely useless, since staying for too long in any one area makes you an inviting target for the Hind-Q's machine guns.

So just push away from the wall (X button), and use the D-pad to guide your decent, letting out as much rope as possible (by holding down).

Unless, of course, that ends up sticking Snake in the path of a steam vent. As a general rule, try to stick onto the girders as often as possible, since they're usually safe from the steam. And why does this tower have so much steam anyway? It's not like it even *has* plumbing or anything. But that's probably besides the point. Just fall and dodge and you'll be fine. Ignore the rations hidden from place to place, they're not worth the trouble, and you'll get two more when you land.



COMMUNICATIONS TOWER A

GENERAL BRIEFING OF LANDING



If you blow them out of existence by running, the three sentries will be lined up like 1000 pins. Quaff some Diazepam and hit 'em!-3 in fact, you can, before they blow up and start shooting back.

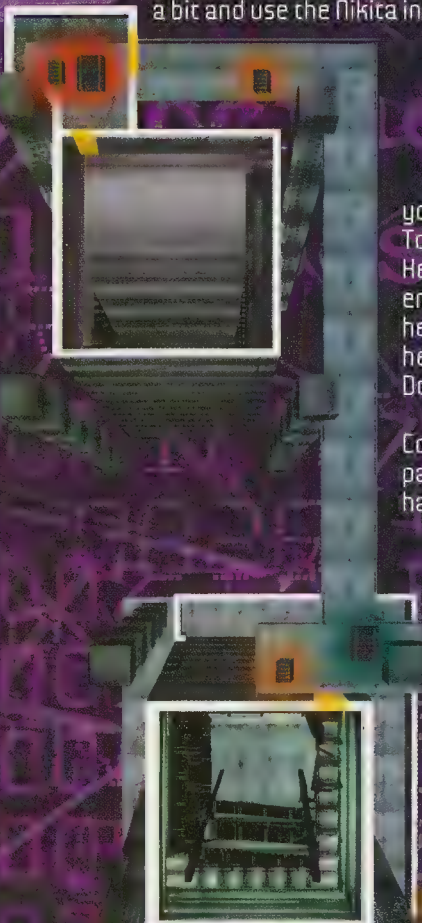


"Duhhh... What's that?" (Boom!) Bonus points if you can knock one over the railing.

This seemingly lonely terrace may look like a welcome respite from the non-stop action of the Communications Tower, but don't be deceived: Liquid Snake has set up a lovely welcoming party for you.

Of course, the three blue-clad super soldiers he left behind are only effective when they get the jump on you, and as long as you know where they're waiting, at the far end of the long terrace, you can blow 'em away with your Sniper Rifle before they even notice you. Do it quickly, though, or they'll regain their composure and start shooting back.

Of course, if you're like me (and may God have mercy on your soul if you are), you don't like doing things the way you're supposed to. I mean, it's so obvious that they want you to use the PSG-1 here. So I like to shake things up a bit and use the Nikita instead.



Those dastardly programmers try to trick you into thinking you can't move by making the screen go into letterbox mode when the helicopter appears. But you can still run, and you'll need to if you want to make it to the door without being hit.

Once they've been put down, it looks like you'll have a clear dash into Communications Tower B, but Liquid Snake is waiting in his little Helicopter to ambush you. You can run fast enough to avoid being hit, but only if you don't hesitate! At the other end of the doorway is the helicopter-eating Stinger Missile launcher. Don't try to use it now... Liquid's time will come.

Finally, if you want to go back into the first Comm Tower, you can unlock the door you passed previously on this side. But first you have to melt the ice with a bit of C4.



You can also grab some C4 and a couple of radars. At the big ring in this area is the Stinger Launcher (plus ammo), the best weapon in the game.

COMING

GENERAL BRIEFING: TOWER B

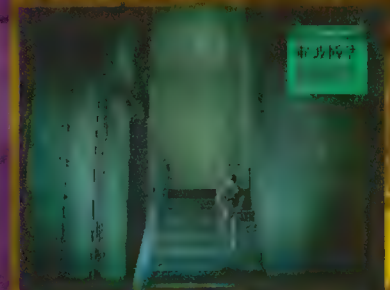
The dish has been destroyed, so there's no point hanging around here. Unfortunately, something's wrong with the Tower B elevator, and the missile blast has collapsed the staircase near the first floor. Of course, Solid Snake just rappelled down twenty floors, but the three or four feet he'd have to jump to make it to the bottom of the staircase are apparently a different matter entirely.

So back up you go, and as you pass the elevator you'll find that the crates have been moved, allowing you access to the upper stairs.

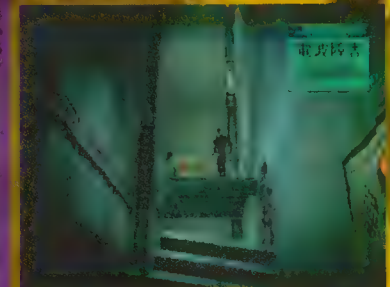
No guards this time, but there are a bunch of GunCams guarding every fourth floor, leaving you only two choices: use a Chaff, or eat a couple of bullets. On your way down you'll be able to use the Stinger, and by firing in between multiple GunCams you can destroy a bunch of them with a single missile. But on the way up the sharp upward angle makes them impossible to target.



First try the elevator.



Then run down the stairs. Unfortunately, there's a GunCam on the floor, so you'll have to use a Chaff.



Some upper crates are stopped by a wall obstacle. Use them right your side and you can get over the top.



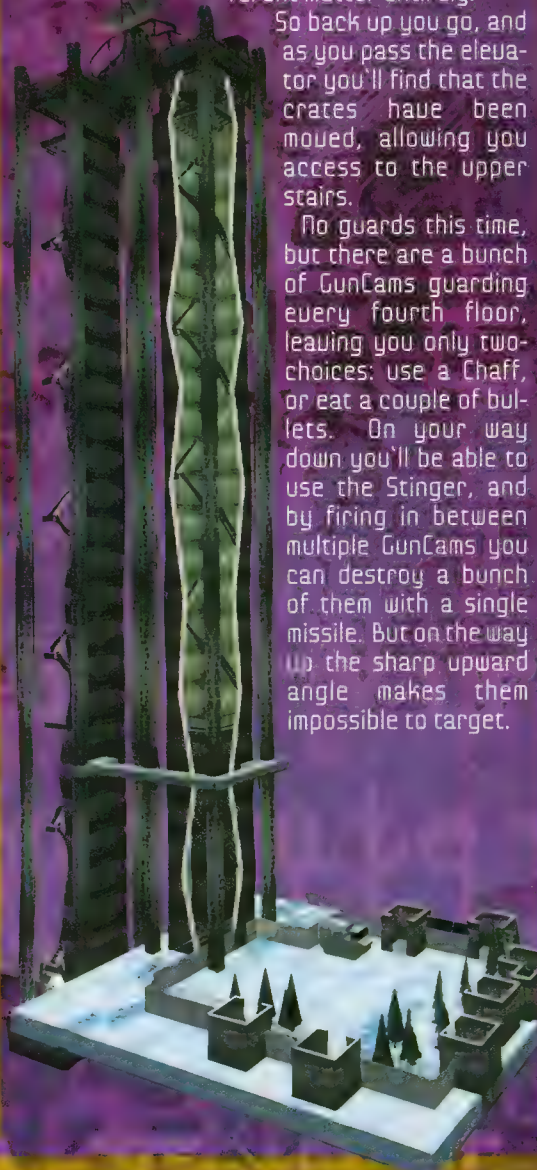
Once you've got to the top, you'll find those crates have been moved all at once. After the boss fight, check over again. There's a hidden video behind that.



Since the cameras have been stopped, you'll have to use a Chaff. There's a Chaff in the room, so you'll have to use it. It's a Chaff, so you'll have to use it. It's a Chaff, so you'll have to use it.

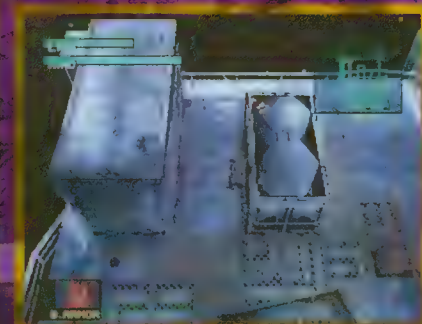


The old PSX Stinger forces you to the floor, so you'll have to use it. It's a Stinger, so you'll have to use it. It's a Stinger, so you'll have to use it.



W TOWER B

BOSS: HIND-D



Fighting the Hind-D is pretty simple if you're patient. Equip your HV armor with a Stinger, run into the building, shoot in the upper shot, and then run to the other side of it, into the building, behind you and the Hind-D. Liquid Snake's bullets will hit him, but only if he's in the building. This strategy works as long as you don't get greedy and try to hit him multiple times. If you do, he'll be able to hit you as you run to the next spot.

Fighting a heavily armed helicopter is a snap when you have a Stinger launcher with effectively unlimited ammo (as you do at this stage, see screenshot and caption to the lower right). Still, Liquid Snake is a crafty pilot with a great deal of patience, and loves to trick you into messing up. If you can resist the temptation to get greedy and go for multiple hits, or fire when you don't have a clear shot, then this battle will be yours.

The Stinger can be a bit disorienting at first, since it automatically switches to first-person view when equipped. As with the PSG1, get used to equipping and unequipping it with the A1 button. It is the only weapon you can use to damage this boss.

The strategy is pretty simple. Watch for the purple dot on your radar, run to a place where you'll have a clear shot, equip the Stinger and let the auto-targeting close in on him. Take the shot when you can, then run behind the building in the center of the map and wait for him to reappear. Track him with your radar and the Stinger's auto-targeting feature until he appears again, then repeat the process. Wear your Body Armor just in case, but if you're careful, patient, and have quick reflexes, you needn't ever get hit.



through the fight. Liquid Snake will fire a volley of his missiles. They always detonate on the south side of the building, so run north to avoid them.



There's a lot of twisted debris lying around the roof, and the Stinger missiles won't take that into account when they lock on their target. So if any rubble is between you and the Hind-D, as it is in this shot, your missile is going to hit it and detonate prematurely, possibly catching Snake in the blast.



One neat thing about the Stinger is that it lets you keep tabs on Liquid Snake even when he's hiding below radar range. As long as you keep him targeted at all times, you'll be able to track him through solid objects by watching for the grey square, giving you a big hint where he'll pop up next.



You should have enough Stinger missiles to take down the Hind-D with a few of them, but you'll need a lot of ammo to do more. Here's a hint: you run out of ammo, this boss will immediately reappear.

It's tempting to fire off a whole bazooka of stingers when the Hind-D is so close, but like most bosses, the Hind-D is a little more patient. It will hit you in the time it takes you to fire a second shot.



The Stinger's auto-targeting feature is a great help when you have a lock. But you'll need to increase your bullet count if you fire when it's heading closer towards you, or away from you.



COMM

GENERAL BRIEFING: DESCENT



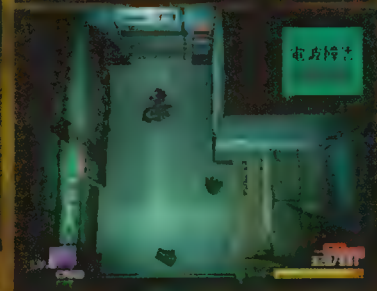
Someone must have been having a sale on GunCams, 'cause they're *everywhere* now. In dealing with the ones on the stairs, just use Chaffs or put on your Body Armor and try running past... Stingers are simply too precious to waste at this point.

Don't forget to grab the ration hidden behind the crate at the bottom!

When you get to the elevator, you'll find it is now operational, but full of cloaked soldiers with an ax to grind. Dispatch them in whatever manner you find most sadistically entertaining. And at the bottom? A handful of neat items plus... More GunCams! Your radar is still jammed, so keep an eye out for the buggers by frequently switching to first-person mode before you wander into their range, and use Chaffs and hand grenades as necessary.



How do the radar get jammed? Probably fragging, which is why I hate seeing enemies about getting it to my point. Stingers if you can.



Yet more GunCams! They're everywhere! Use Chaffs to clear them out.

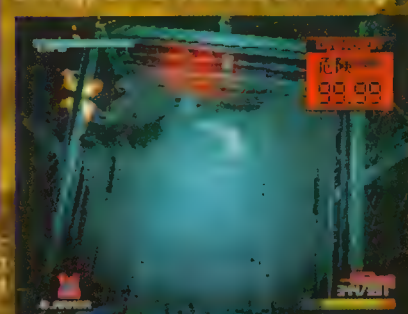
ELEVATOR AMBUSH

Once the elevator gets working, Snake quickly finds a four-pack of stealth-equipped guards sharing his personal space. There's no escape and nowhere to hide, so even the most ardent of pacifists will have to kill the lot of them to survive (the elevator won't stop until you do).

The close quarters are both an advantage and a disadvantage: Explosive weapons like grenades become a serious liability, but simple throwing techniques become incredibly powerful, since every enemy you throw will hit and knock down two or three others. A combination of this and quick chokes is the most efficient way of beating this stage, but as you may have noticed, I prefer sheer animal savagery over silly concepts like "efficiency." That's why I like to run around the elevator like a madman, dodging shots while spraying FRAPS bullets basically at random. Wasteful, but brutal and relatively safe.



Remember, and always use a Chaff to clear the way. Don't let the radar get jammed.

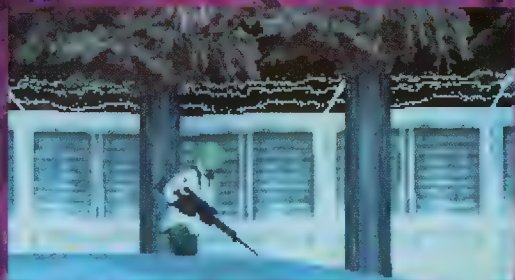


Remember, the Stinger is a good tool, but only if you want to see your enemies' radar. So, once it's jammed, it's not a good idea to use it. Use Chaffs and Stingers to clear the way.

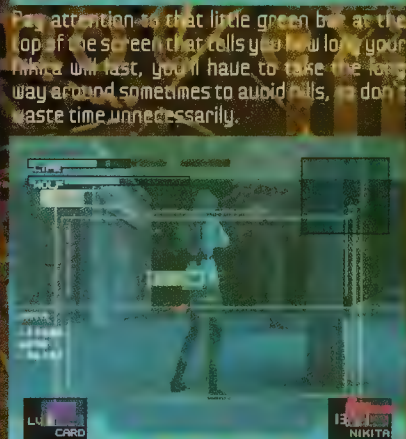
I prefer to grab a full FRAPS, hold the trigger and run. Dodge and run around in circles, using the elevator as a shield. It's a waste of ammo, but a hell of a good idea.

MISSION 10: TOWER B

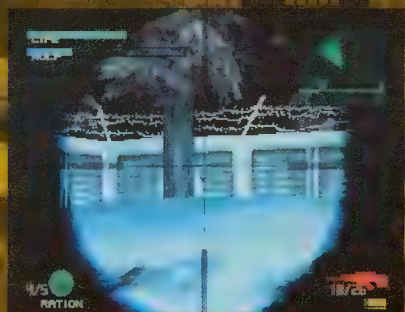
BOSS: SNIPER WOLF



All the cool strategies start right here, in the shot shown on the left. This little alcove is protected by natural hills in the snowfield, and Sniper Wolf won't be able to target you, no matter where she's firing from. Paha! Whip out your Nikita and start having fun.



If you're one of those wimpy losers who get a headache and then only take one shot, because the bottle specifically says you should only take two if the symptoms persist, then you probably want to fight Sniper Wolf the way you're supposed to, with the PSG-1.



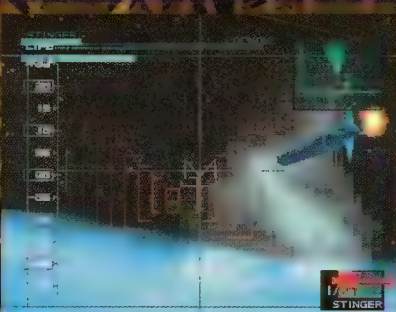
Sniper Wolf is a bit harder to see on this stage than before, even when you can clearly see her shoulders, you won't be able to hit her until she pops full into view, as before.



She's back! Having walked off the twenty or thirty PSG-1 bullets you blasted through her way-too-white-to-be-Kurdish hide, Sniper Wolf is neatly dressed in winter colors and ready for a rematch. If you meet her request for another Sniper-to-Sniper battle you can look forward to more of the same tense action you enjoyed the first time... Except this time you have a much larger playing field, and there's way more things she can hide behind. So tracking her by the direction of her laser pointer is even more important, as is staying on her at all times. As before, though, a bit of bad luck can result in Snake being hit over and over again.

So make your own good luck by hiding where she can't hit you, and stuffing a few Nikitas up her... um... parka. When you're behind the natural hill shown in the shot to the upper right, neither of you will be able to hit with your sniper rifles. But unlike her, you've got a ton of other fun weapons. Nikitas are the best... She'll never see 'em coming! Stingers are fun too, although they deny you the pleasure of getting her, uh—I'm gonna have to go with "parka" again—in your crosshairs and watching that missile bear down on her while she's powerless to do anything to you. Depraved? Yes! Completely unfair? You bet! Enjoy.

Or you can use a Stinger. We've got Stingers. Kind of a waste of a Stinger, and a bit of a pain, but fun.



\$NOW



This area is similar to the armory, in that it contains a number of rooms with varying security levels, all full of ammo, weapons, and items. The only "new" item you'll get here is the third Cardboard Box (which allows you to warp to this area, as if there's ever a need to back-track again). That's none too exciting, but after raiding the rest of the rooms you should be heading off to the game's final areas maxed out

on rations and with full or nearly full ammo for your FAMAS, SOCOM, and PSG1.

But don't be careless, as some of these rooms are defended. Many rooms contain stealth GunCams that won't appear on your radar until you're within their range, so look up for them when you enter the rooms. And be extra careful of the NA-9 room, which contains a bunch of nastily hidden (and very powerful) landmines capable of bringing your quest to a sudden and very brutal end.

MISSION DATA

OUTSIDE



The other PSG1 ammo (not shown) is located in the southwest corner of the field.



diazepam

WEST SIDE

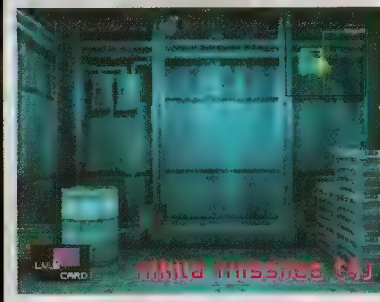
Both of these rooms are protected by GunCams. There are no safe spots, so use Chaff Grenades.



rations (2)

cardboard box c

Cardboard Box C takes you right back to this area if you use it anywhere else. Thrilling.



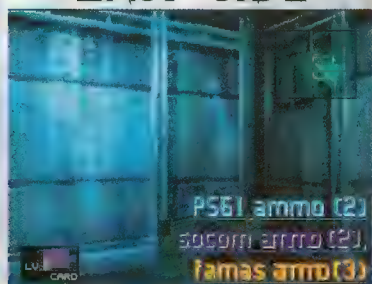
while missing psj



WORLD

MISSION DATA

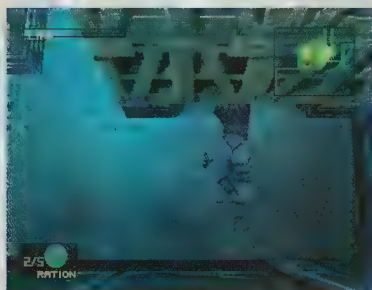
EAST SIDE



No defenses whatsoever in EA-1, but two GunCams guard the grenades below.



NORTH SIDE



The door marked NA-1 leads to the game's next area, the Blast Furnace. You can dodge its one GunCam by crawling under this stack of crates.



The only item in NA-1 is this SOCOM ammo: Hold against the North wall to get it safely.

GENERAL BRIEFING

This area exists mainly to swell your arsenal with ammunition, but there are a few interesting things going on that you might easily miss.

One is a hidden event that occurs when you stand with your back to the wall at the place shown in the screen shot to the right (it also happens if you go to first person mode while facing in that direction). Snake will notice a parachute stuck on a tree, and a brief intermission will occur. Afterwards, you can call all your CODEC friends for their analyses of this situation.

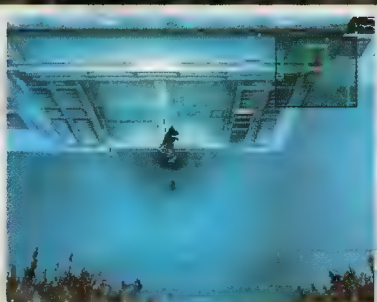
There's also a truck here, which means you can warp to the Heliport or Nuke Depot from here, and warp back with the Cardboard Box C, available in this area.

When you're done here, you can proceed to the much warmer Blast Furnace



by taking the stairway located at the back of the room marked NA-1 (in the Northwest corner).

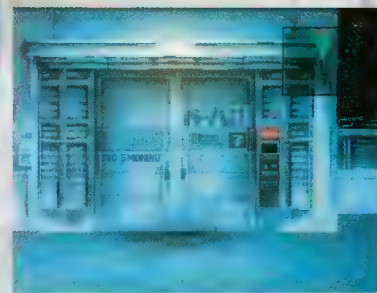
This is one of the game's coldest areas, so keep your rations equipped to prevent them from freezing.



NA-3, in the Northeast corner, looks harmless enough, but be careful!



This room contains five, count 'em, five landmines. The concrete seems to hide them from your mine detector, but you can see 'em with Thermals. If you want the three items in here, you'll have to crawl.

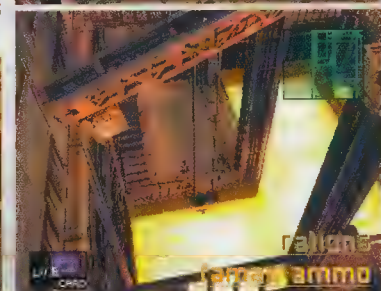


NA-2 is the only optional Level 7 Security door in the game. It'll be a pain to get back once you get the card, but it might be worth it, as this room contains a cache (3 boxes) of Stinger missiles. Those will definitely come in handy.

BLAST

MISSION DATA

The Blast Furnace also contains a ton of items, but many of them are in dangerous places, protected by jets of steam or proximity to pools of molten steel. There are no railings, so when you go for either of the rations, be careful you don't slip off!



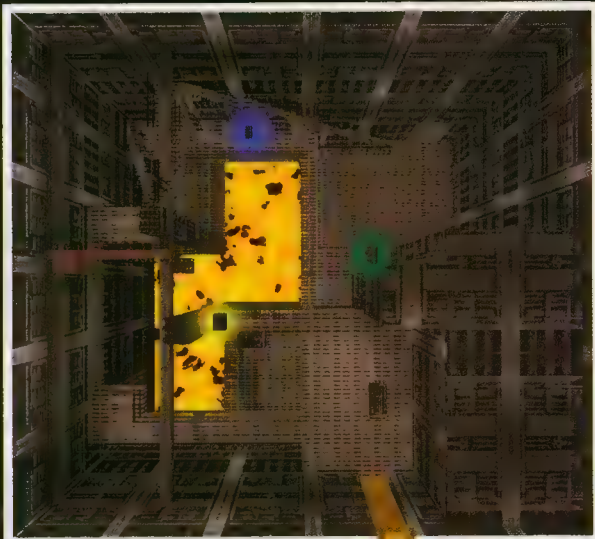
The FAMAS ammo is under the stairs.



The PSG1 ammo (not pictured here) is located closer to the entrance.



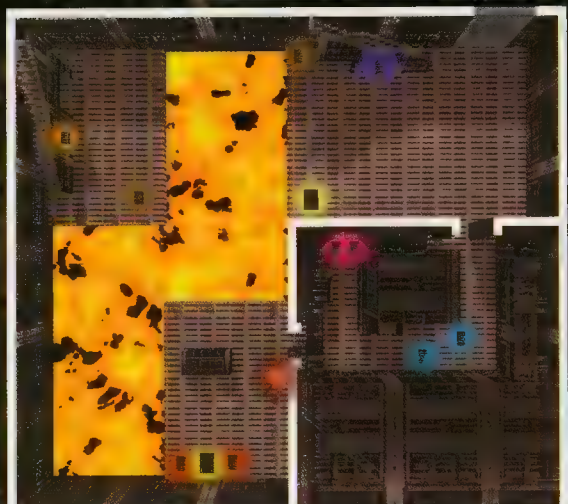
If you missed the Body Armor in the Nuke Depot, you'll find that here, too.



ABOVE: Top and middle level.
BELOW/RIGHT: Bottom level.



You have to really want these rations. The socom ammo is easy to get, but anyone without absolutely steady nerves is going to be taking a long drink of magma if they try to get the box of rations in the corner. Unless you're desperate, save this one for later.

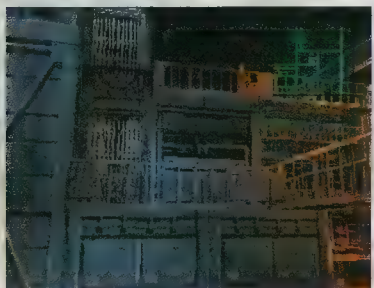


FURNACE

GENERAL BRIEFING



Best to whack this guy from off-screen so you won't have to worry about him later. Free item, too.



If you get in trouble while on the other side, just take the elevator back up to the top. If you killed the guard at the top earlier, you can wait out the danger countdown and take the elevator back down.



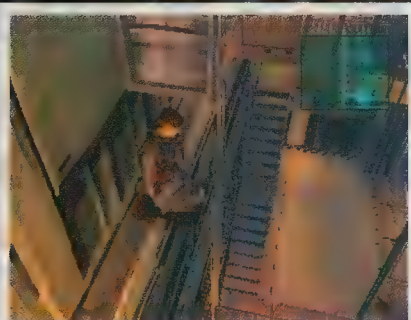
The entrance to the steam area.



Timing the steam jets can be tough, but you can avoid them altogether if you hold tight against this wall while you walk.

Once you've suppressed the guard on the catwalk, you'll find yourself stuck, unable to get to the other side or the lower levels. The elevator you would normally take is stuck below and there's no way to call it. The only way across is to tiptoe along the very thin wall on the western edge. One false move and you'll tumble into the white-hot pool below... And a seriously annoying piece of machinery seems dead set on making that happen.

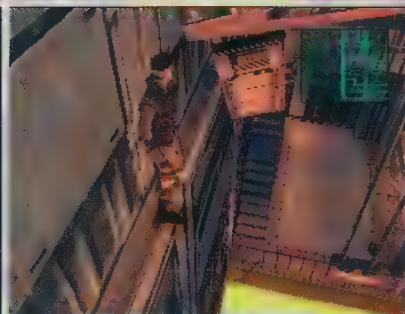
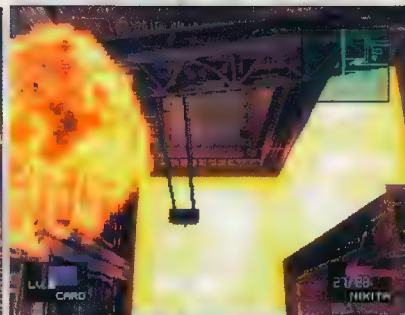
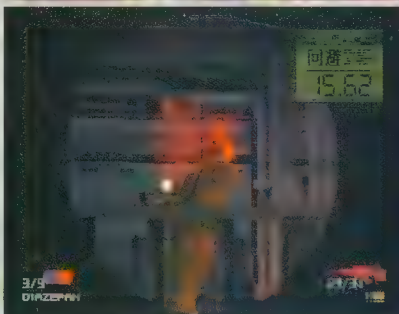
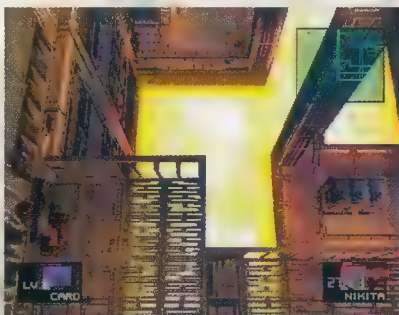
You can actually crouch and let it pass over, even while you're leaning against the wall. This isn't too difficult, but make sure you never relax your grip holding towards the wall on the control pad. If you don't want to wait, you can just destroy the thing, too. The explosion (you'll have to use an explosive weapon) tends to alert the guard on the other side, and if you cross while it's still in danger or escape mode, he'll shoot Snake, knocking him into the lava. But that guard is a serious pain to deal with anyway (if you try to kill him later on, you'll find he's very difficult to shoot, since he'll usually end up on a different level where he can't be sensed by auto-targeting), so I like to pull out my PSG1 and blow him away while he responds to the danger call (before attempting to cross the magma, of course). If you do this, you won't have to worry about guards on the other side (if you don't do this and later get caught by the guard, you can reset the level by exiting the level to the North or taking the elevator to the south).



The espionage loving set will want to dodge this annoying piece of machinery by quietly crouching as they lean hard against the wall. People, like me, however, will just blow the damn thing up.

You can do that with either the Stinger or Nikita (although it's best to save the Stingers for real emergencies).

The explosion sets the guard on the far side running, a disadvantage that quickly becomes a big plus if you have a loaded PSG1 handy. Blow him away and cross without fear.



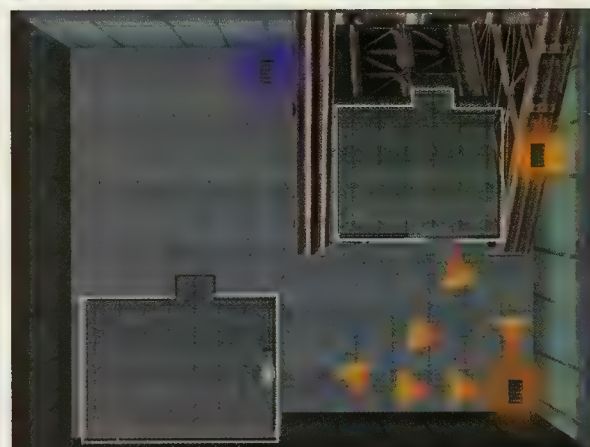
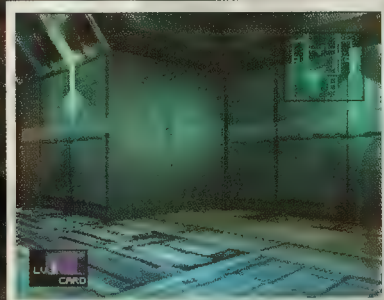
PLATFO

MISSION DATA

The network of Elevators that lies beyond the Blast Furnace offer lots of items with little serious resistance.

The top floor contains four boxes of FAMAS ammo, and two boxes of SDCOM bullets, while the middle Platform contains one more of each and a ration to boot. The bottom floor has Nikita Missiles, another ration, and a box of C4 explosives.

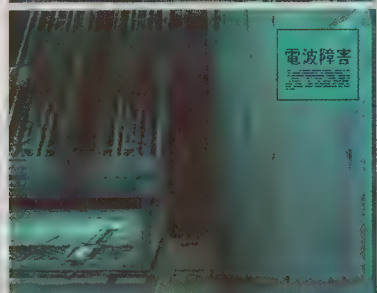
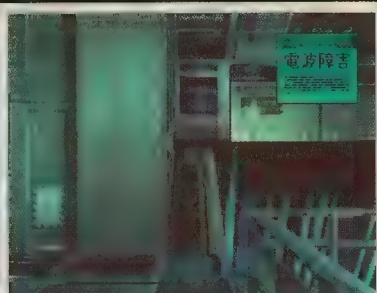
The only threats here (other than the three commandos who ambush Snake on the elevator) are the well hidden GunCam on level 2 and the landmines staggered in the lower part of the middle platform. Take out the GunCam, stay away from the mines, and this level will amount to nothing more than yet another otherwise pointless ammunition shopping spree.



Above: Top Platform

Left: Middle Platform

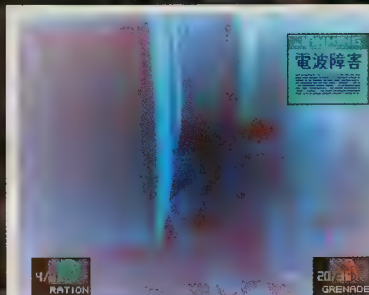
Below: Bottom Platform
(to Vulcan Raven)



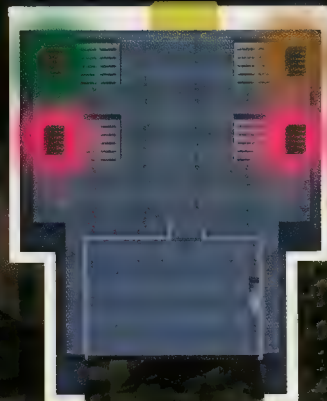
None of the items in this area are really hidden, but a couple of them are stuck in the corners, where you might miss 'em. Be thorough!



This box of rations is surrounded by landmines: Make sure you crawl whenever you're in the lower part of the middle platform, since your Mine Detector is no use in jammed areas and the Thermals don't tell you which way the mines are facing.

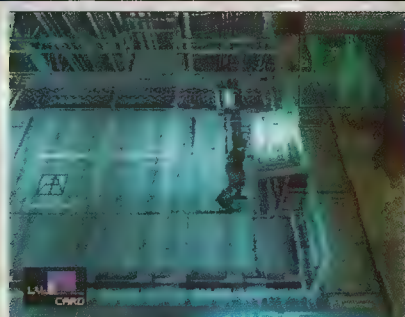


The weapons you'll find in the bottom platform, Nikita Missiles and C4 explosives, hint at a few of the viable strategies for fighting the boss that awaits behind the door ahead.



PRIMELEVATOR

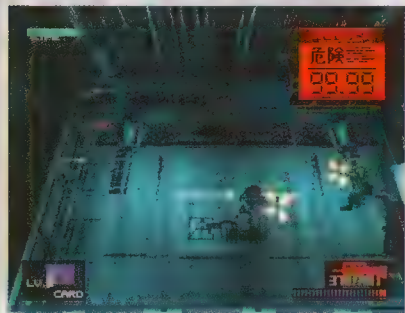
GENERAL BRIEFING



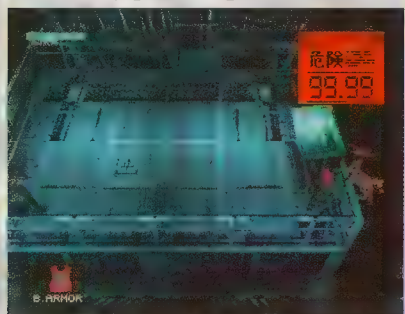
Press this switch to get the elevator going...



Ooh, an elevator ambush! Bit of Deja Vu, eh?



I just love holding firm on that crouch button (to run with your gun out), firing the FAMAS as fast as that silly Frenchy gun will shoot, and dashing around randomly. No time to aim, no time to dodge, and no stopping 'til the FAMAS is empty and everyone is dead.



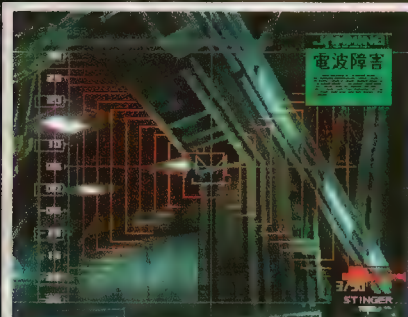
Another fun way to deal with these guys is by just tossing 'em over the rails. You don't get items that way, but it's an instant kill and you feel pretty cool. Or you can just choke 'em. That's probably easiest, but it's got no class.

Uh, yeah... You want your General Briefing, huh? Um.

Right. Well, the thing is that this level is just REALLY, REALLY short and boring and there's not a whole lot going on here. I mean, there's that whole elevator ambush thing, but you just did that a few minutes ago in the Communications Tower and it's not like this one calls for any sort of drastically different strategy. And then there's like ONE GunCam and a handful of mines and a bunch of stupid birds that don't even attack you.

Now I'm going to level with you here: I have absolutely nothing of worth to say in this section. But for some completely insane reason, probably because I ran out of pictures and was too lazy to repaginate the book, I left myself space for like a thousand words of text here. AND I HAVE NOTHING TO SAY. I'm just completely rambling now, in this pathetic attempt to fill space so that this book won't have any embarrassing holes. Filler, filler, must pull on my filler-writing instincts... Umm... Um... Must think of something interesting to say... about... Metal Gear... Oh, sweet Filler Bunny, please, please save me...

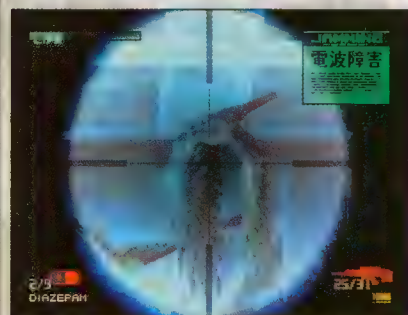
Hey, I know what's always good for killing space. Time for a freestyle diatribe about how much I hate some of the supporting characters in this game. At first I was a bit disappointed with MGS, because there weren't any characters as sickening and loathesome as Leon and little Sherry were in Resident Evil 2. But then I began to realize that just because the acting wasn't terrible doesn't mean MGS characters aren't equally loathesome in their own little ways. Like, what's the deal with Otacon? Isn't he just 5000000 fuy? I mean, not that there's anything wrong with *that*, but what's with naming yourself an abbreviation of "Otacon Convention"? Call me old-fashioned, but anyone who refers to himself as an "Otacon" should be immediately stabbed to death with the pens in their own pocket protectors. And how about the way he just launches into his unbelievably tedious life's story at the slightest provocation? Yeah, Otacon, I REALLY CARE about your grainy stock-footage filled life. If Snake was any kind of man at all, he'd just have smacked that little freak with the business end of his FAMAS the second he started whining about his father and the Manhattan project or whatever the hell that intermission was all about (I guess I kind of dozed off). Maybe Snake didn't want to get his hand wet with the urine Otacon was spewing all over the damn place. And what was with him and Sniper Wolf? I had little enough respect for Otacon before that whole pathetic affair. And don't get me started about Sniper Wolf, either. I didn't know the Kurds of Iraq had Nordic ancestry! And how about the way she shoots Meryl in the leg, arm and hip and leaves her to bleed to death, and then Snake *thanks* her for sparing Meryl's life. What are you on, Snake? What, we're supposed to feel all sorry for Sniper Wolf 'cause she's a chick? Look, chivalry's nice and all, but she's part of a terrorist plot to fire a nuclear missile at a heavily populated city, she tried to murder your girlfriend, and she turned you in to be electrocuted to death by that one-handed freak Ocelot. Yeah, my heart bleeds for your unhappy childhood, "Sniper." And hey, Snake, it was nice of you to put her out of her misery, but next time could you do it before she launches into her goddamn life's story? God, I hate the way every damn character in this game has to get on their little pissant soapboxes and diatribe about their childhood for thirty-five minutes. That's not the way. The world's going to be destroyed in a few hours. That's not the way. I have time to hear your reminiscence about Chernobyl and Cold War Russia and your whole damn extended family. Let's just praise the lord that she doesn't have access to any snitch footage, or this game would require about 14 CD's to fit her whole pathetic life in there. You know who I like? I like that flailing, Okay, sure, her disjointed far-zone cookie wisdom gets a bit tiring at times, but she's kind of cute and sweet, and she can sum up her life story in about a paragraph. She's my choice for the game's best heroine. Here's some and all that, when you've been mercifully conditioned not to be sexually attracted to her, well, where does that leave you? Sexually attracted to other women? Household appliances? Sea Otters? No, that's just not a question that I need to know the answer to. And what about that "Dr." name? Don't you think it's just so artificial when doctors try to gain the respect of the kids by referring to themselves as Dr. (First Name)? Okay, so Dr. Drew is cool, but



This GunCam is a sneaky little bastard, hiding where it knows you can't see it because of the jammed radar. Get him first by switching to your Stinger and blowing it to pieces as soon as you get off the elevator.



And that's for being such a pain in the ass in the Resident Evil series! Okay, these are ravens and those are crows, but what's the difference? Well I guess one of the differences is that crows are always attacking people (at least that's what I've learned from video games) while Ravens just sit around and act as "harbingers of doom" or something. Whatever. I don't go in for that harbingering crap, so I like to wait 'til the little buggers perch on the edge of the elevator and then punch 'em to their death. Wheeeeeeeeee... Sadly, that's the most action you'll see in this boring level.



You think you're Mr. Hardcore Sniper Guy 'cause you can kill rats with your PSG-1? Try killing ravens. That's a real challenge. Mmm! Pass the diazepam...

PLATFORM

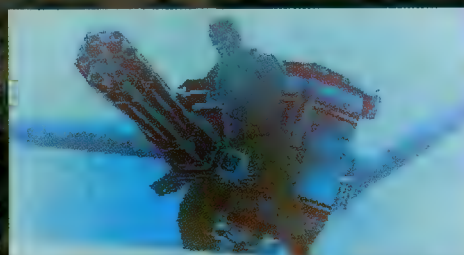
BOSS: VULCAN RAVEN

Vulcan Raven's fun, 'cause there are so many different ways to fight him. And with the aid of your radar, they're all pretty easy.

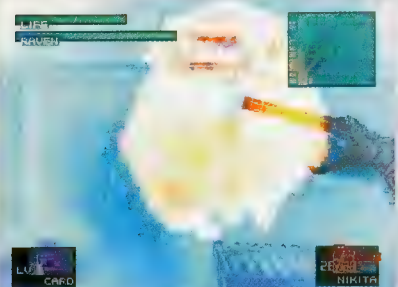
A few ground rules: One, pass on the Body Armor (which is all but useless anyway) and keep your Rations equipped instead. If you don't, they'll freeze up on you. Two, don't let the fight drag on too long, or the accumulated damage in the warehouse will result in lots of fallen crates, creating potentially dangerous dead ends for Snake to get stuck in. Oh, and no PSG-1 (he's immune) or punches and kicks.

The best strategies revolve around Stinger or Nikita missiles. Vulcan's quicker than he looks, though, and can quickly turn around to blast missiles out of the air, so you'll have to hit him from behind or from very short range (you can even fire at crates he's standing behind, and hit him with the explosion). Claymores are great fun, and do a lot of damage, but C4 isn't so hot since you have to stick around to set 'em off. Regular grenades are pretty useful... Just get on the other side of whatever crate he's behind, and wait for him to move. If he goes right, toss a grenade that way and run to the left. FAMAS and SOCOM do very little damage and expose you to lots of risk, and should be last resorts only.

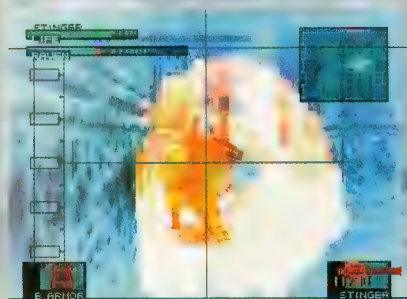
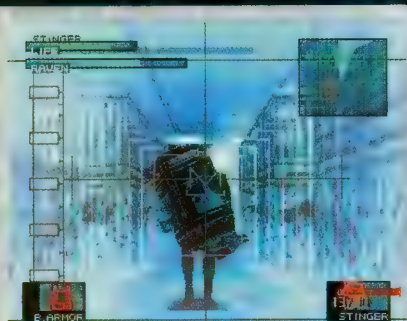
Vulcan is unpredictable; he won't follow you, preferring to trick you by going around. Use similar strategies on him, and blindside him with quick attacks from the side and back. Remember, you have a radar and he doesn't... And that's why he doesn't have a chance.



If you want to hit Vulcan with Nikitas, you're going to have to blindside him by sending the missile along a path so that he won't be able to see it coming, and then turning to come right at him at the last minute. You'll need to remember his exact location to get a hit.



He might still see the missile and have time to blow it out of the air, but by then it'll be so close that he'll get nailed in the explosion anyway. Pwahaha!

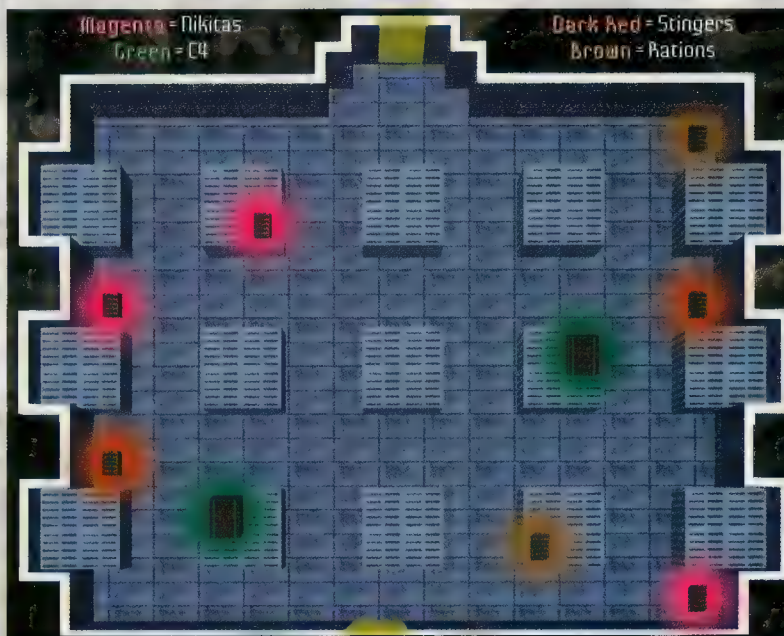


Nothing beats the Stinger for ruthless simplicity. It's the quickest way to win, but does carry some risks: If you have the direct line-of-sight necessary to hit him, then he can just as easily turn and hit you. So fire early, and get out of there without waiting to see the blast.

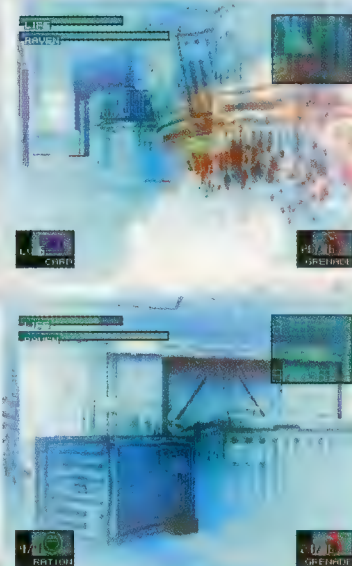


Landmines are cool 'cause you can strew 'em all over the place, and then hide in a corner and just listen for the pig-like grunts that indicate when you've scored a hit. Make sure you put the mines where horizontal and vertical paths intersect so you can double your chance of him getting hit, and place them sort of off to one side so that you can still get by in a pinch. Then equip your Metal Detector so you won't get caught by your own traps, and wait 'til he blows himself to death. Claymores do lots of damage, but you never know exactly which way he'll go, so it's good to supplement this strategy with a couple of Stinger or Nikita sneak attacks.

RM ELEVATOR



As the battle wears on, Raven's missed shots will begin to whittle away at the crates stacked around the battlefield. The top ones will fall, creating potentially dangerous roadblocks, so always pay attention to changes in the battlefield map. Fortunately, there are handy items atop many of the crates, and you can use explosive weapons yourself to knock the crates down in a pinch.



SHEER INSANITY

The World Eskimo-Indian Olympics? The Ear Pull? What the hell is Uulcan Raven babbling about? Intrigued, we did a bit of research on the topic, and found that, like everything else in Metal Gear Solid, it's all real. The World Eskimo-Indian Olympics was begun in 1961 and is still held in Fairbanks, Alaska every July. And I am especially pleased to report that, while the native peoples of Alaska no doubt have a proud and rich culture, and that we are of course seeing this event from our own biased, cultural standpoint, there is simply no denying that the WEIO is, in fact, the most whacked thing *ever*. I don't know about you, but I'm *definitely* making this gory, kooky sporting event the cornerstone of my summer vacation plans this year. I hope to see you all there!



This is the ear pull, which Uulcan Raven mentioned specifically. Here's an actual quote from the eerily upbeat press release we received: "in this event, two competitors are joined by a piece of string looped around their ears and seated face to face. The competition begins as the athletes pull away from each other, trying to keep the string around their ears while bearing the pain that this action produces... Ears have actually been pulled off in this event!" Just look at the gore around the guy's ear in this photo! "Not for the faint of heart," indeed!



In the two-foot high kick (right), "competitors leap into the air from a standing position... and kick a softball-sized seal skin ball perched on a string up to eight feet high. Both feet must touch the floor simultaneously upon landing. This game originated in coastal whaling villages, when hunters would jump and kick both feet in the air after taking a whale as a signal to villages in the distance to come help with the catch." Wouldn't it have been more effective to simply yell for help, or something? Regardless, I'm guessing this insanely hard event is not one of Uulcan Raven's specialties.



(Left) What are they going to do to this man? Sadly, this photo had no caption, and we may never know.



Left: The aptly named "Stick Pull."

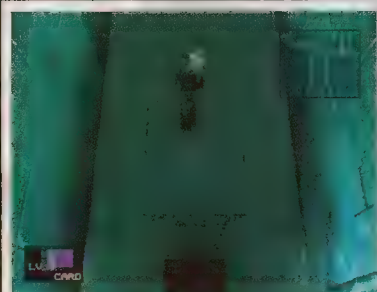
All photos courtesy of the Fairbanks Convention and Visitors Bureau. Ear pull photograph by Chris Arend, Stick Pull photograph by Sheila Romero, all others taken by the FCUB.

For more information, contact the bureau at <http://fairbanks.polarnet.com>

AQUA

MISSION DATA

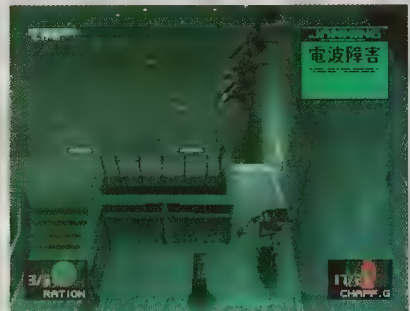
This second-to-last area of the game seems way more tricky than it is. Sure, it has about three trillion GunCams pointed right at you, but whoever installed them did a pretty crappy job, 'cause you can walk right past 'em without ever being shot. Of course, you could always use a Chaff Grenade, but you'll impress your friends more when you just casually stroll through this area without a scratch [that safe route is discussed more on the right side of this page]. But you'll still need to use a Chaff to get those tasty Stingers on the east side of the map.



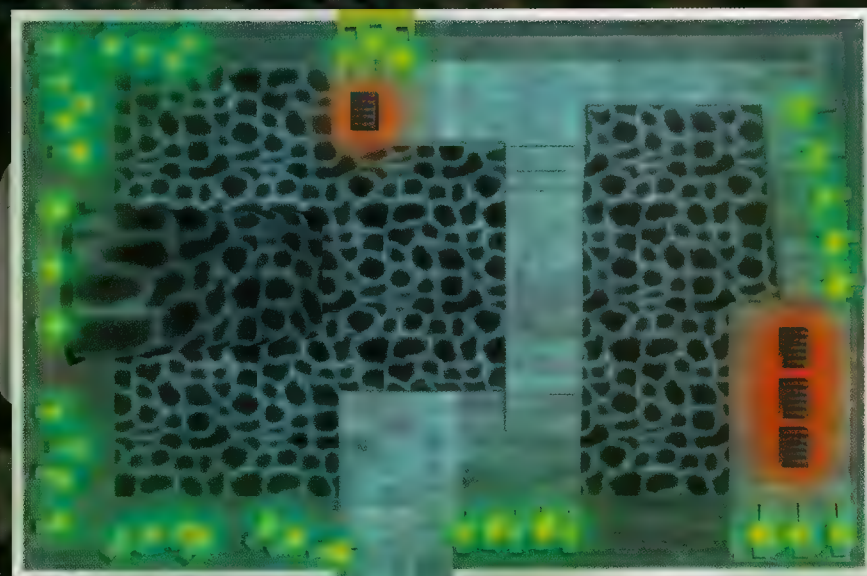
Personally, I'm just a little bit offended that they think that they can still catch us with these stupid little trap doors after all we've been through.



Most people need these Chaffs 'cause they waste a couple of 'em every time they pass through this level. But you can save 'em for when you dash for the Stingers and the boss that's waiting up ahead.



To get those Stingers, toss one at the foot of the stairs and run for it. If you're quick, you can get there and back on the same grenade.



Yeah, I know that to be consistent with the conventions in this book, those cameras should be red, not green. Give me a break, okay? I don't come to where you work and criticize you, do I?

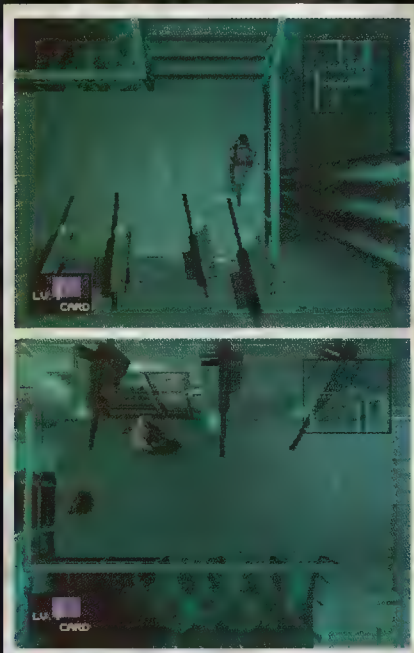
There's also a red hot box of rations here. But I trust you can find that without any stupid, space-filling screen shots.



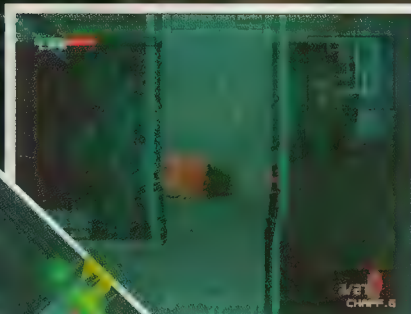
More free stingers! This once precious commodity exists in droves in the last couple of areas of the game, so feel free to have some fun and waste a few on GunCams, guards, etc.

DUCT

GENERAL BRIEFING



All those GunCams and none of them can hit you. The lower ones are looking too far to the left, and the ones on the wall on the West Side are too far away. So if you just calmly walk under the ones at the South of the screen, walk up the left side of the catwalk, all the way to the north wall, and then calmly follow that wall to the door, you'll get through here without a scratch. You can repeat the process in reverse, and as often as you want, and you'll never get hit. Pretty cool, huh?



Did I say stick to the left side of the catwalk? I meant stick to the right side. Ha ha. Oops.



ITEM: LEVEL 7 KEY CARD



As if there's been some sort of shortage of GunCams lately, this room's full of 'em. Chaff!



stinger missiles (x3)

Hey, now that you have that exciting Level 7 Key Card, you can go open all of the Level 7 doors in the game, like that one way back in the second Snowfield. And, um... Uhhh... That's it, actually. And it's pretty stupid to go back there now, when you're going to have to head back that direction a little later anyway. And all you get is a bunch of cruddy Stingers. Anyway. Um... Aw, crap, I did it again. I have this huge text box to fill and absolutely no strategic content whatsoever to impart. I smell another rant coming on...

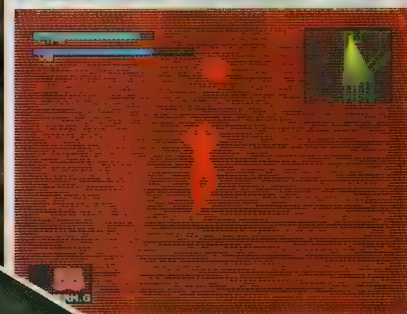
Maybe I can dump a picture or two here, kill some space... Surely I have one or two I haven't used yet. Ah, here's one! Check it out, this is the only time in the game that Decoy Octopus actually appears. Isn't that bizarre? Like, in the intro and everything they give him the same billing as all of the other villains, and you're totally expecting to fight him around this point, and then Vulcan Raven lets you know he just, like, died, fifteen minutes into the game, in the middle of an intermission, and you didn't even notice. What kind of supervillain henchman is that? Pahl! Serves him right for having such a stupid name, though, I can tell you that. Decoy Octopus? My COD! Okay, I guess it's not any more lame than, say, Revolver Ocelot. What is the deal with these names? I thought of better superspy names when I was playing Top Secret SI in the schoolyard in 5th grade. I can't wait to hear the terror-inspiring names Kojima's got cooked up for the next Metal Gear. "Taste the wrath of Ranger Ribatross," "Fear me, for I am Shotgun Caribou!" Ha! Scill, you've got to love Decoy Octopus. What the hell does an Octopus have to do with anything? What, 'cause he's got no nose or ears? Okay, actually my girlfriend has informed me that Octopusses [Octopi?] can change colors to blend in with their surroundings, or something, so I guess that is pretty appropriate. Scill sounds lame, though. But strangely appropriate considering the death Decoy Octopus actually got. Killed off screen by what seemed like a heart attack! (?) That's hilarious! Actually, that's pretty damn cool. No, seriously, for once I'm not being sarcastic... I actually thought that was a really cool plot twist. In fact, that plot twist has just inspired me to make a game of my own, a game that takes that same twist to the next level. My game will be similar to Metal Gear, but the whole thing will be about trying to find and kill this guy who's trying to conquer the world, called, like, "SuperBoss" or something. And the game would take place in his heavily fortified military base/mansion and you'd fight all of his automated defenses and his army of guards while you search for more and more powerful weapons, looking futilely for something with the power to harm SuperBoss, the greatest warrior in the history of time, the most powerful man alive, the man who you have only the slimmest chance of beating in combat. And in the process of fighting your way to his secret lair, all of your allies are brutally murdered and you're mortally wounded but you've still got enough strength in you for one final confrontation, to destroy SuperBoss and save the world with your dying breath, and so you make it to his private refuge, ready for the fight of your life, and instead of him, like, his niece or someone comes out and says "You're here to fight SuperBoss?" But he slipped in the shower and died a couple of days ago." And then the credits would roll and the game would be over. Wouldn't that be great? HA HA! You know it would. Heh heh. Oh, wow, you must think I'm like this total whack-job. Which isn't too far from the truth, in fact. I mean, what am I talking about? Even I don't understand! I really need to get some sleep. It's like 4 am and these pages are due in a few hours. You just don't understand what it's like! Everyone thinks it would be so great to have a job where you "play games all day." But this is what happens! They drive you mad! Help me! For the love of God, somebody help me!

METAL

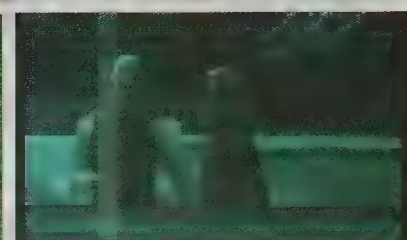
MISSION DATA

The final level has almost no opposition and a good selection of hidden items. Use your Thermal Goggles to help find the FAMAS ammo and Rations hidden in the waterway, but don't stay in too long as the water saps your health. The top floor has a pair of Stinger boxes in a kind of out of the way area, the floor's southeast corner.

Celebrate your find by using one to kill the lone guard on the opposite side!



The thermal goggles help you find items hidden underwater (what, do rations produce heat?). This may come in handy after the PAL Key incident (next page).



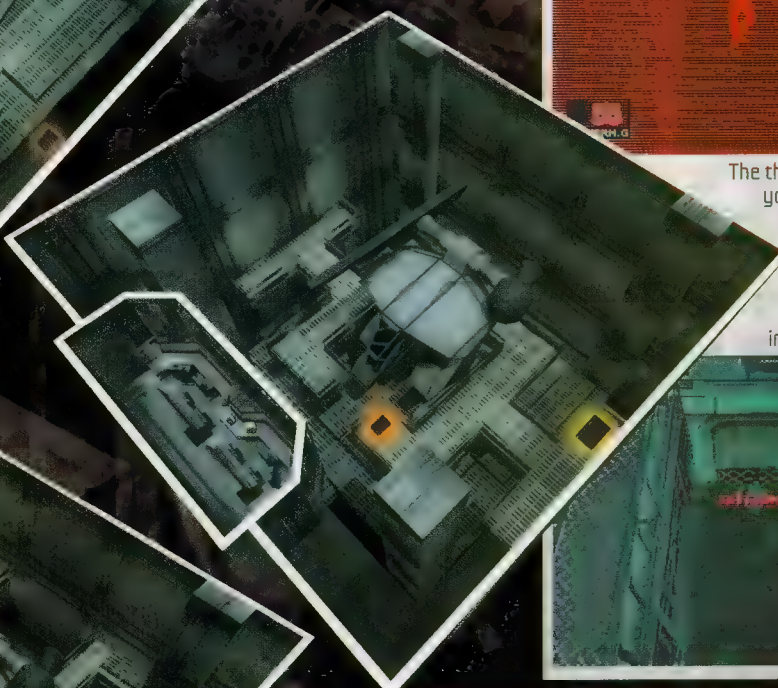
When you get atop Metal Gear, use your scope or camera to check out the control room to the south. Such attention to detail!

The hidden Stinger cache on the top floor.

Above: Bottom Layer

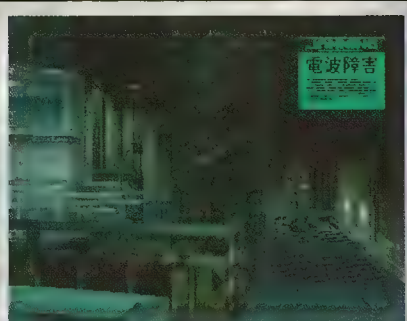
Right: Middle Layer

Below: Top Layer



METAL GEAR REX

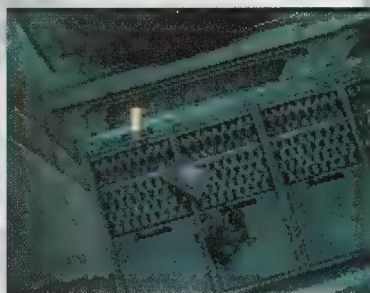
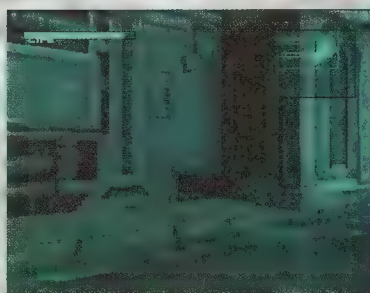
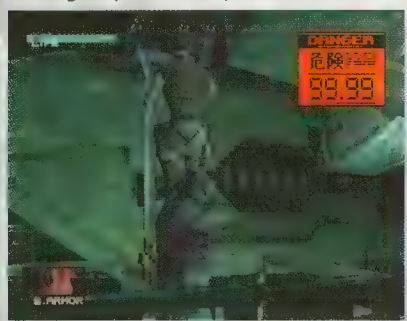
GENERAL BRIEFING



This area's lone guard wanders the catwalk outside of the room where Liquid and Revolver await. An off-screen kill is probably your best bet.



But he'll be back mere moments later, once Revolver sets the alarm on you. You can kill him, but if you do another will replace him instantly. Better to stun him or run; he can't follow you up the ladder past Metal Gear.



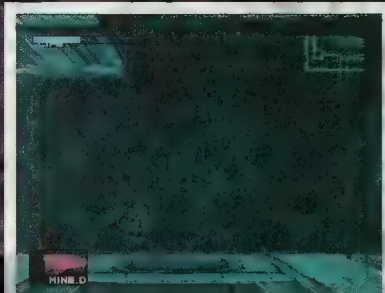
This sparsely guarded construction site is the game's last standard area. If you're expecting some sort of guard-killing climax, you're going to be a bit disappointed, as this area contains but one guard and one GunCam.

To progress in this level, go to the top layer of catwalks and head to the room in the South. You'll find Revolver Ocelot and Liquid Snake waiting by the PAL Key-locks... But you won't be able to do anything once they blow that Key out of your hand and set off the alarm.

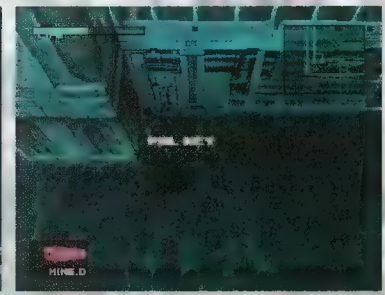
Where did the PAL Key go? There are two possibilities. If you have the Mine Detector, you usually get the easy scenario, and find that the PAL Key has simply fallen into the water below. You can see it on your radar by using the Mine Detector, but watch out for the bomb, a trap that Ocelot (presumably) threw in afterwards.

If you never bothered to get the Mine Detector, or got it but unluckily ended up randomly drawing the harder scenario, then a call to Master Miller on your CODEC will confirm that a Rat has apparently eaten your PAL Key. A rat ate it? Yeah, whatever. Hunt him down with grenades or C4, or a Stinger (neh hah) or just catch and surprise him three times (which takes a while) and get him to spit the key up. Bleah.

The bomb suddenly appears after you lose the PAL Key, as a second orange blip on your Mine Detector. If you pick it up, you'll have only a few seconds to get rid of it before it explodes.



If you have the Mine Detector and a bit of luck, you'll find that the Pal Key has simply landed in the shallow water surrounding Metal Gear. Equip your Mine Detector, and you'll notice two new, small orange spots. One of these is the PAL Key, the other is the bomb. Their placements are completely random and will change every time you play.



I'm a bit unclear on how (not to mention why) a tiny Alaskan field mouse would consume a card key as big as the mouse itself, but what can I say? If you don't have the Mine Detector, this is always what happens. You can actually see the mouse's network of holes on the auto-map. It exits to the main map in two

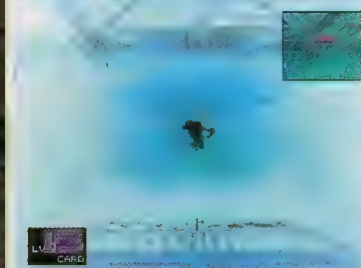
areas: In the northwest corner and in the little landing by the water to the South (both areas are shown to the left). The mouse is usually one place or the other, and if you surprise him three times he'll spit it out. If you want to hurry things up, you can surprise him just once with a C4 trap.

META



MISSION DATA

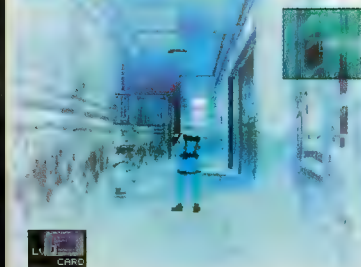
BLUE PAL KEY



The nearest cold place is the Warehouse where you fought Vulcan Raven.



RED PAL KEY



As you run to the Blast Furnace to get the red key, you'll find two guards in Vulcan's warehouse. They're really easy to avoid.



When you return to the control room, you'll find Liquid and Ocelot have slipped out the back. Carefully enter, watching out for the extremely dangerous cameras, and slide your PAL Key into the furthest left computer. That's one out of three.

The next is the Blue Key, which you can get by heading down to the icy warehouse where you fought Vulcan Raven. All you really need to do is stand there (no need to equip the PAL key) and check it regularly to see when the picture in the item description screen changes to reflect the new color. Run it back to the control room (as always, watch out for the cameras!!!), and slide it in. It will revert to yellow if you take too long, but that takes quite a while.

Last stop is the Blast Furnace, the only "hot" location in the game. And hey, if you've come this far, you might as well head up to the Snowfield and grab those Stingers in the Level 7 security room. Watch out for the new guards patrolling Vulcan's warehouse, which you can run past very easily. When the key turns hot, slide it in and unlock the third mechanism.

After that, Liquid Snake fills the room with gas and you have to call Otacon for help, and then survive (with the aid of the Gas Mask) until he unlocks the door for you. You'll probably want to save your game before you run after Liquid.

After inserting all three PAL Keys, Liquid will set off the gas. Grab your Gas Mask and give Otacon a call!



Yep, once again our hero must resort to begging that snivelling loser Otacon for help. He'll let you out after you CODEC him, so you can pursue Liquid...

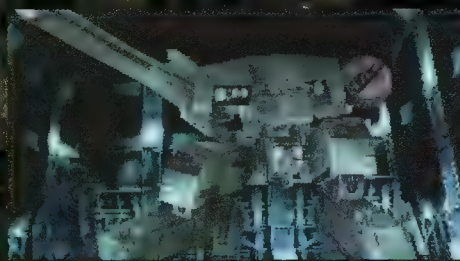


The cameras here need to be taken very seriously. If you get spotted, the doors will lock, the room will fill with gas, and you will slowly die. No guards or anything, just a slow, painful death. So use lots of Chaffs or shut down the cameras with grenades, Nikitas, or Stingers from outside. But don't forget that they return after you leave and re-enter this area!



METAL GEAR REX

BOSS STRATEGY: METAL GEAR



Metal Gear is everything you'd expect in a last boss. Huge, insanely cool, and full of powerful weapons. Fortunately, even this huge mech has its weaknesses: Two of them, in fact.

Beating his first form is easy if you have lots of Chaff grenades, and if you've been using them sparingly as we've suggested, you should have plenty. Just toss one, shoot that thing on his left shoulder with your Stinger (the only weapon that can even target Metal Gear), and then quickly repeat. Metal Gear will be completely powerless.

But when Liquid switches to manual control in the second form, the Chaff Grenades become useless. You'll now have to choose your strategy: Cheap and dirty, or skill-based? We'll start with the cheap one, 'cause it's simplest. Carefully run between his legs (but watch out for the infinite-damage dealing foot stomp), get under him, and then fire from beneath him. He'll shuffle around a bit, but you should be able to keep up, and you'll be completely untargetable by all of his weapons.

If you prefer to fight with honor, you'll have your job cut out for you. The strategy is simple, but the timing is difficult, and it will take a number of tries to perfect the rhythm. Start far from Metal Gear (always facing him head on), and wait for the missiles. Run towards him, where you can't be hit. He'll switch to the laser, so run away where you're out of range. Equip your stinger and fire a single shot while he fires his machine guns (and misses). Then run forward to avoid the coming missile volley, back from the laser, etc etc. Trickier, but way more fun, really.

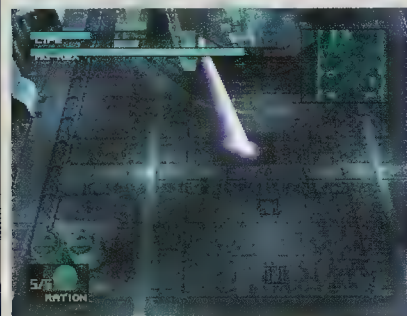
Our strategy guide ends here, so as not to spoil the game's final surprises. Good luck, and have fun!



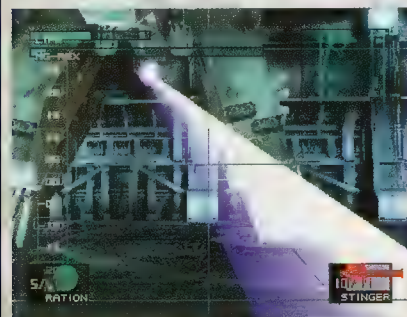
Only the first form of Metal Gear is vulnerable to Chaff Grenades, so use 'em all up now, alternating quickly between Chaffs and Stinger missiles. If you run out, you'll have to resort to the strategy outlined to the left.



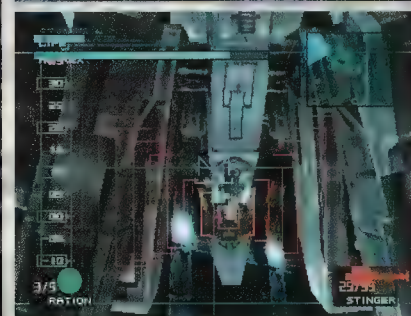
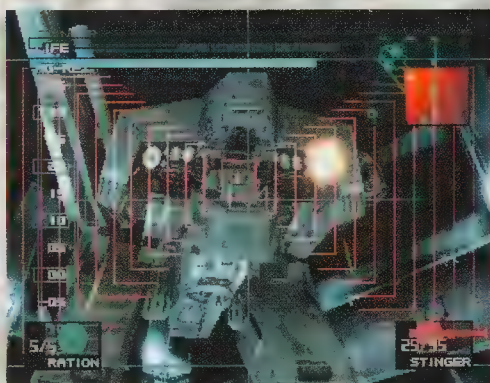
When Metal Gear fires his missiles, run in close...



Then when he turns on the laser, run away, back to where you started.



As soon as you're out of the laser range (but while he's still firing), hit R2 to go into Stinger view, and ready your shot. You should fire at around the same moment he fires his machine guns... but if you stay still and are facing him directly (roughly equally near each leg), his shots will go wide, while yours will hit.



The cheap and dirty path to victory is to run between Metal Gear's legs and unload on him from below, where he's defenseless. But watch out for the stomp, it's an instant kill.



VR TRAINING

The VR Training Mode, selectable from Metal Gear Solid's title screen, is a game in itself, in many ways more engaging (and certainly more challenging) than the primary mission. Unfortunately, a great number of gamers will be turned off by the name and ridiculously easy nature of the game's only initially selectable options, but every time you beat one mode you get access to newer and more challenging ones. This guide covers the three later modes, starting with the Time Attack mode that becomes available after you beat all of the initial training options. Complete that, and you'll gain access to the killer Gun Shooting Mode. Complete all ten of those levels and you'll get the Survival Mode, in which you have to clear all ten of the Gun Shooting levels in a row, with limited ammunition. Beat *that*, and you gain access to the Technical Demonstration, which allows you to watch the game's developers shoot through each level at unbelievable speeds. Beating the scores in the Technical Demonstration is almost humanly impossible, but with lots of practice you can get 1st place scores on all of the Time Attack, Gun Shooting, and Survival Mode levels. Achieve that, and you'll be a true Metal Gear master!

(HOW TO READ THESE MAPS: The "G" in an orange circle represents the Goal, the numbered red circles represent the guards' positions at the start of the level, and the yellow line shows your movement path. Also look for occasional text notes on the maps; represent Solid Snake's position for those notes.)

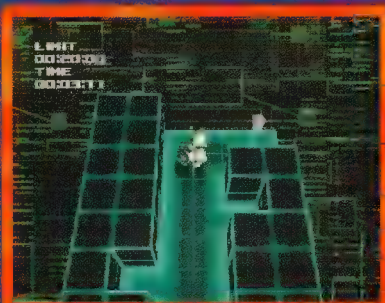


VR TRAINING - TIME ATTACK

Level 1

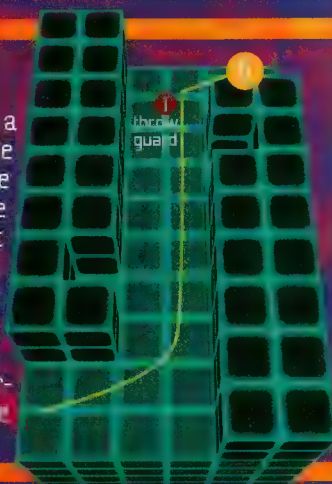
1st: 00:05:00
2nd: 00:08:00
3rd: 00:12:00

Our Best:
00:03:71



This incredibly simple level is a good example of how worthless the training mode tactics are during the Time Attack levels. You don't have time to waste waiting for this idiot to pass by your hiding place, so just run up and toss him. Throwing enemies to get them out of the way is a great strategy, since you can do it while running, and, if done correctly (from behind), they won't see

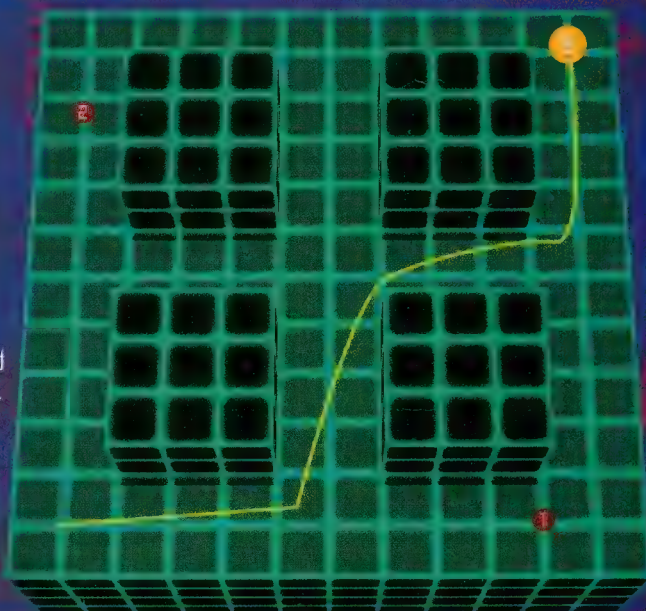
you before or even for a few seconds afterwards.



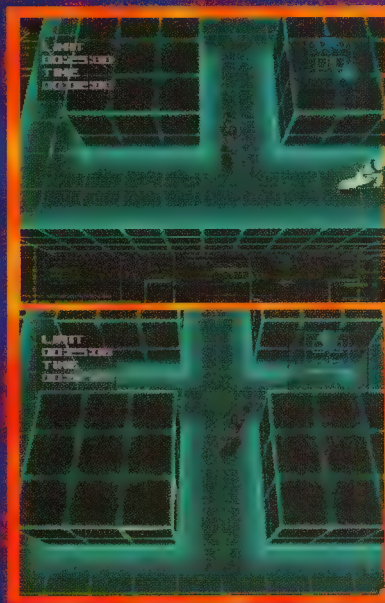
Level 2

1st: 00:07:00
2nd: 00:10:00
3rd: 00:15:00

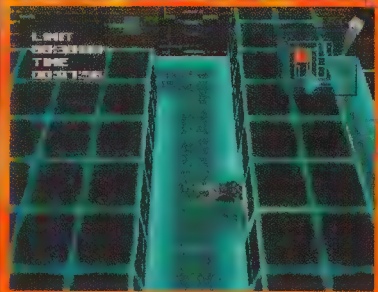
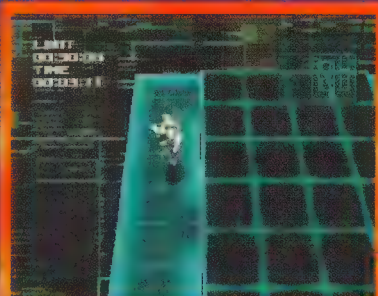
Our Best:
00:05:45



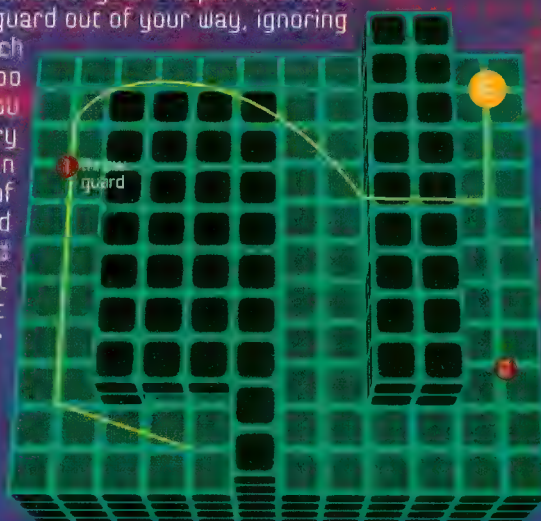
Run straight to the right and then take the first left turn. Cut across the next right at a diagonal, continue to the right, hang a left, and head straight for the goal, making sure you touch the goal's right corner so the guard doesn't spot you.



VR TRAINING - TIME ATTACK



Yet again, the throw is your weapon of choice. Toss the first guard out of your way, ignoring the tunnel, which takes way too long. But you can use the very short tunnel on the right side of the map to avoid the second guard: Just crawl under it and head for the goal. It's the fastest way possible.



Level 3

1st: 00:14:00

2nd: 00:16:00

3rd: 00:20:00

Our Best:
00:12:20



Level 4

1st: 00:09:00

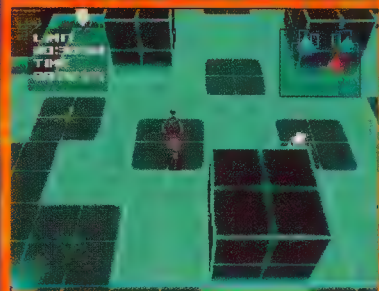
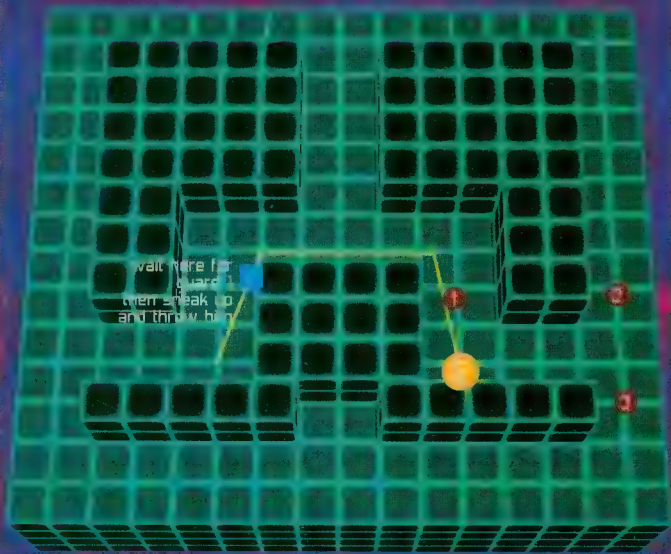
2nd: 00:12:00

3rd: 00:16:00

Our Best:
00:07:55

The timing here can be tricky, and you'll need to master it to get the lowest score possible. Instead of going around, just wait for the guard shown here, sneak up from the side just as he passes Snake,

throw him and run to the goal. Sounds simple, but it's a bit trickier in practice.



Level 5

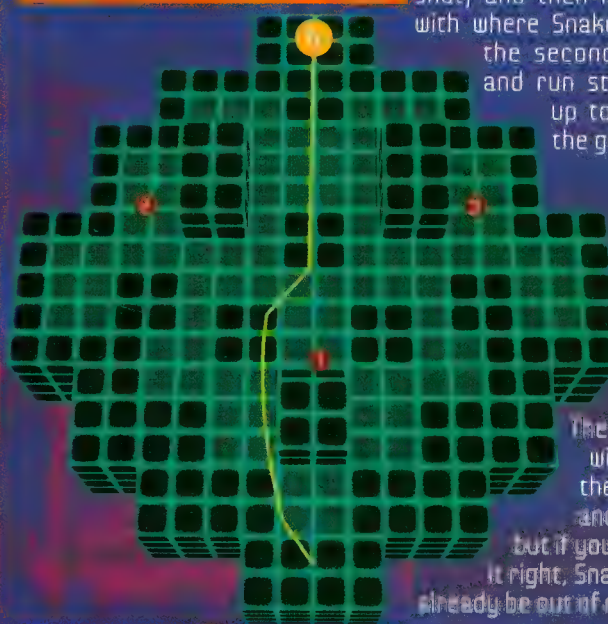
1st: 00:08:00

2nd: 00:14:00

3rd: 00:20:00

Our Best:
00:05:48

Many of these levels require not just perfect timing, but perfect placement. The quickest route through this one requires both. Run straight up and at an angle (as in the first shot) and then line up with where Snake is in the second shot and run straight up towards the goal.



The guard will hear the noise and turn, but if you time it right, Snake will already be out of range.

VR TRAINING-TIME ATTACK

Level 6

1st: 00:08:00

2nd: 00:13:00

3rd: 00:20:00

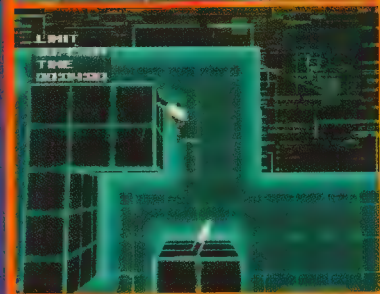
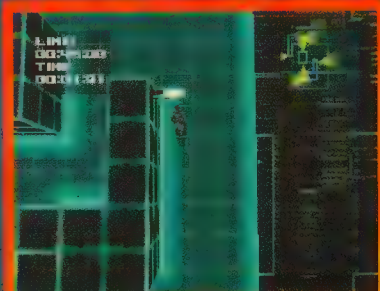
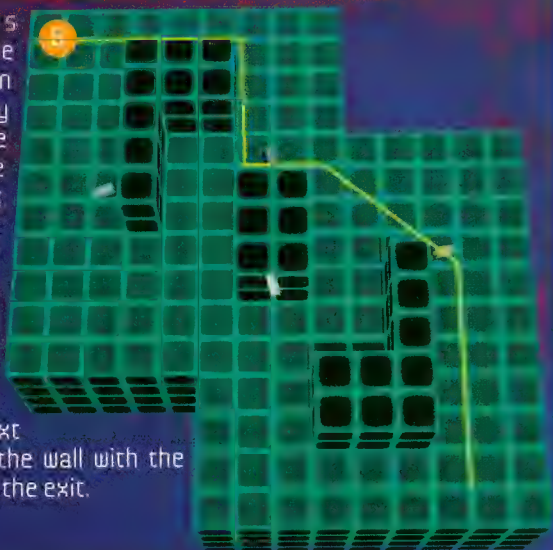
Our Best:

00:06:58

Cameras make their time attack debut in this tricky level. Once again, it'll take both timing and perfect placement to get a low time.

Start by

running along the wall near the starting point, running straight under the first camera. Run a shallow diagonal under the next camera, until you're at the edge of the wall with the third camera, and then loop around to the exit.



Level 7

1st: 00:09:00

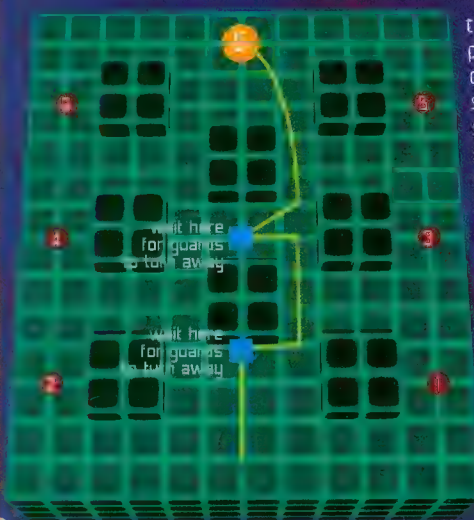
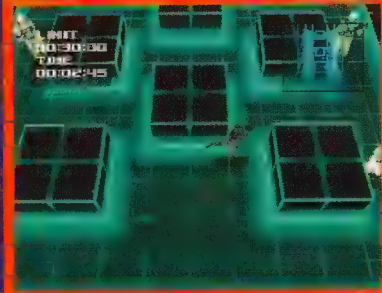
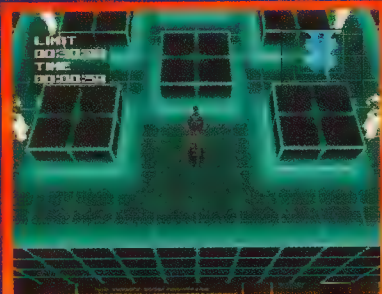
2nd: 00:12:00

3rd: 00:17:00

Our Best:

00:07:39

Clearing this level with a decent time is pretty easy. Just run straight ahead until you get to the block in the center, and wait there for the guards to turn aside. Then, dash ahead to the next center block. Or, you can bypass that next center safe area and simply crouch midway through your mad dash when the guards turn your way, and then get up and run for the goal when the guards turn away from you.



Shaving time off of this stage requires perfecting the timing of knowing when it's safe to run for it. The second shot shows the earliest opportunity... as you can see, Snake is already in motion, although the guards have barely started to turn. To get the best scores, you'll have to do the same thing: anticipate their movement, and run for it right as they begin to turn.

Level 8

1st: 00:08:00

2nd: 00:11:00

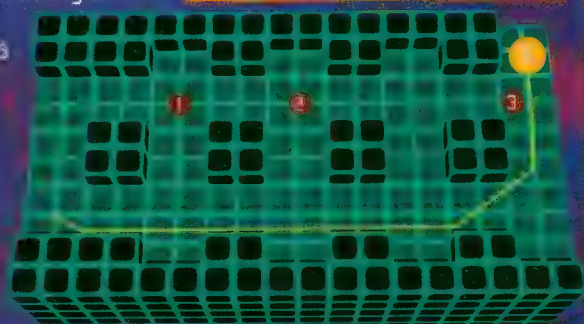
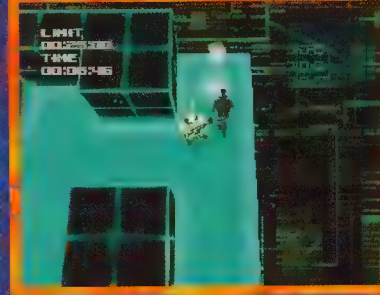
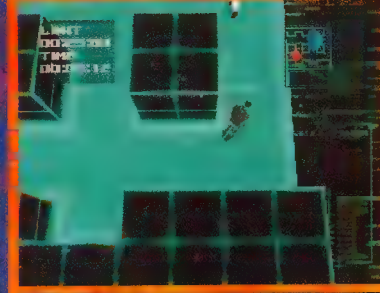
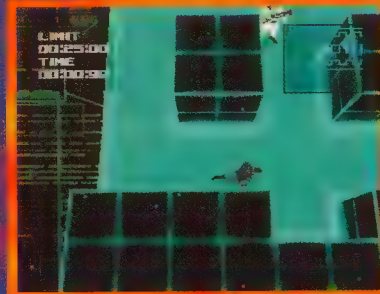
3rd: 00:14:00

Our Best:

00:06:60

This level is a testament to the terrible vision of the guards. You'll get an incredible time in this stage if you just run along the bottom wall (out of the first guard's range of vision), and then loop around to the far right, and run straight up to the goal, right past an oblivious guard.

To get the timing right, so the third guard is facing just the right way, you'll have to get there as quickly as possible, so cutting the corner short (as in the middle screen shot) is crucial.



VR TRAINING - TIME ATTACK

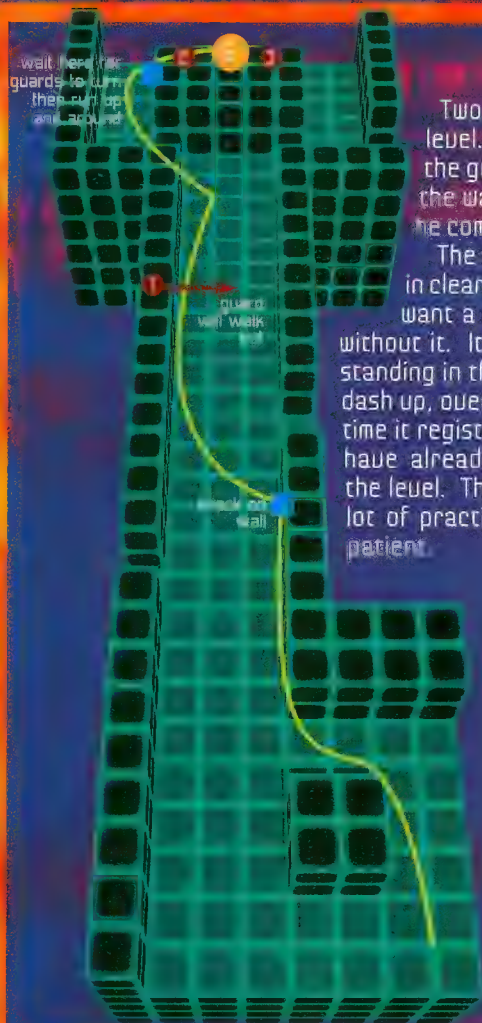
Level 9

1st: 00:15:00

2nd: 00:25:00

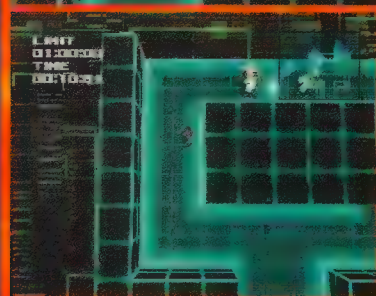
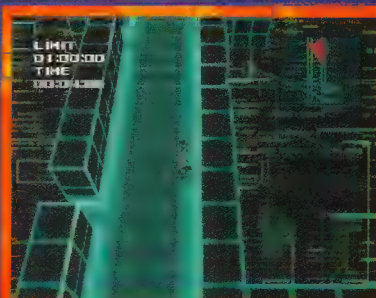
3rd: 00:35:00

Our Best:
00:12:60



Two tricky maneuvers are required to get a good score on this level. First, run to the area five or six squares in front of where the guard is hiding, and tap on the wall *opposite* him. Then run to the wall nearest him and straight up. You'll run right past him as he comes out to investigate.

The second maneuver is even trickier. If you're just interested in clearing the level, you can do the knocking trick again. But if you want a record time, you're going to have to slip past the guards without it. It doesn't seem possible, but it is. Hesitate where Snake is standing in the bottom left screenshot. When the guards begin to turn, dash up, over, and into the goal. The guards will turn to look, but by the time it registers, you'll have already cleared the level. This takes a lot of practice, so be patient.



With so much going on, this level seems ridiculously difficult. Indeed, we spent many hours hatching a variety of incredibly complex strategies to get a high score, before we stumbled upon this relatively simple one. It's good whether you're aiming at a high score or just want to clear the level quickly.

Run to the foot of the platform to the right, and wait for the guard to turn his back to you (you're safe when you're standing in the area shown). When he does, run up and throw him. Then run past the camera at the angle shown, past the final guard (who will be looking away), and into the goal. Pretty simple! Now that you've mastered Time Attack (you have, right?), get ready for Gun Shooting mode, which will test your reflexes and pinpoint accuracy. And no, the rigors of the challenge you are about to face do NOT give you an excuse to head down to your local pharmacist for a Diazepam prescription. That's reserved for editors on deadline, not freakish gamers with no life who play crazed modes like this next one.

Level 10

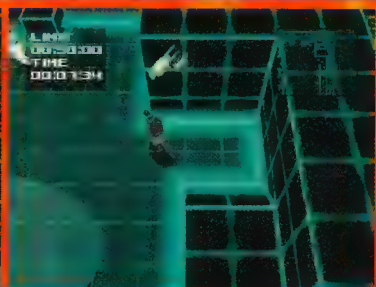
1st: 00:12:00

2nd: 00:25:00

3rd: 00:40:00

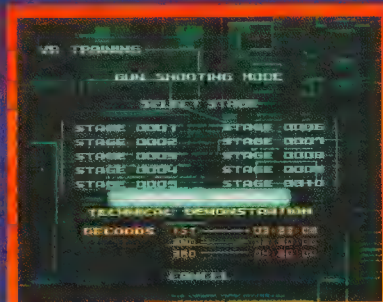
Our Best:
00:09:54

Of course, you'll need to watch out for the searchlight as you run to your waiting spot at the foot of the platform.



VR TRAINING - SHOOTING MODE

The shooting mode is much more challenging to clear than the Time Attack. You'll need to develop your fundamental SOCOM skills, like auto-targeting and using the radar to line-up off-screen kills, if you want to clear all ten levels. Getting high scores will require even more challenging skills, such as effectively running and shooting. We'll go over all of these strategies, as well as special strategies for the Survival Mission that becomes available once all ten of these are cleared. That mission requires you to beat all ten shooting mode levels in under seven minutes, and with limited ammo that can only be refilled by killing more enemies. This is probably the most challenging part of the game, so dust off your SOCOM and get ready to master the intense shooting game you never knew Metal Gear could be.



Level 1

1st: 00:04:00

2nd: 00:05:00

3rd: 00:06:00

Tech Demo:

00:3:16

Our Best:

00:3:20



If you want to get a good time on this deceptively simple-looking stage, you'll need to master the technique of running while firing. The usual method is to press and hold the crouch button once your SOCOM is out, but on this stage I like to hold the crouch button before the stage even begins, that way you don't waste any time at all. Run towards your enemy with your gun blazing, and fire early so he'll be dead before you're in visual range. Each enemy takes three shots, but don't start firing 'til you've rounded the corner and are heading straight at him, 'cause auto-targeting doesn't work while you're running. If you're playing Survival Mode, don't forget to wait for the ammo!



Level 2

1st: 00:15:00

2nd: 00:23:00

3rd: 00:30:00

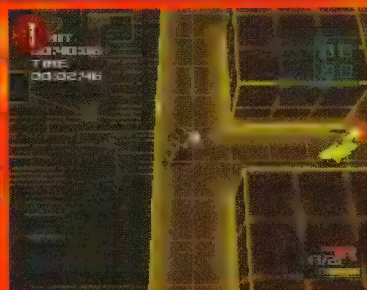
Tech Demo:

00:07:98

Our Best:

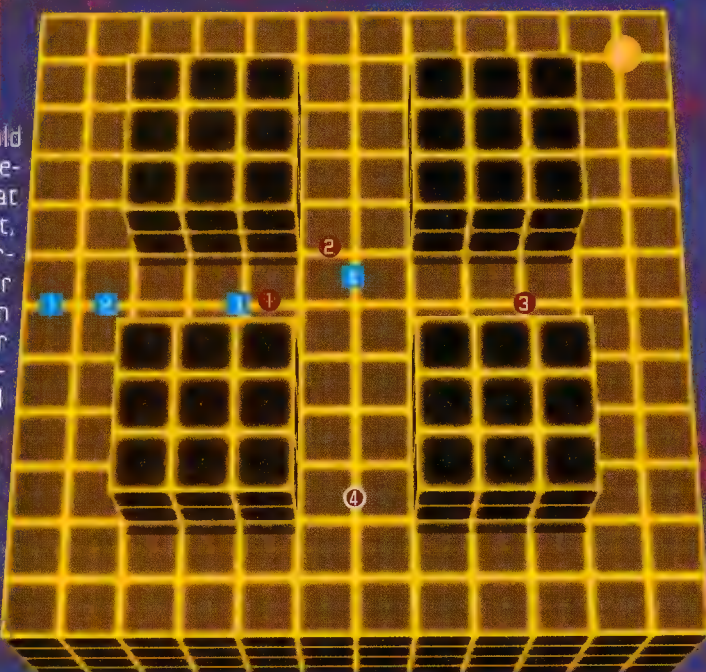
00:05:60

This level requires a number of carefully planned movements, so study your enemies' patterns, and how you affect them. When you have this level wired, it'll be a series of quick kills. First, run up and slightly left so that you are in the middle of the three way intersection but out of the guard's line of sight (he's on your right).



Immediately after your first kill, Agent 116 first enemy, hold their hands, roll to the left, and wait for the second enemy to appear.

Shoot him 3 times and hold down the X button immediately after. Now that you can run and shoot, take a small step forward, stop so that your auto-targeting locks on the guard to your upper left, and kill him. Run forward and shoot to kill the guard off screen, move up a bit, and then quickly turn around and shoot the guard on the bottom who comes to investigate. Don't forget to grab the ammo when playing the Survival mission.



VR TRAINING - SHOOTING MODE

Level 3

1st: 00:18:00

2nd: 00:29:00

3rd: 00:30:00

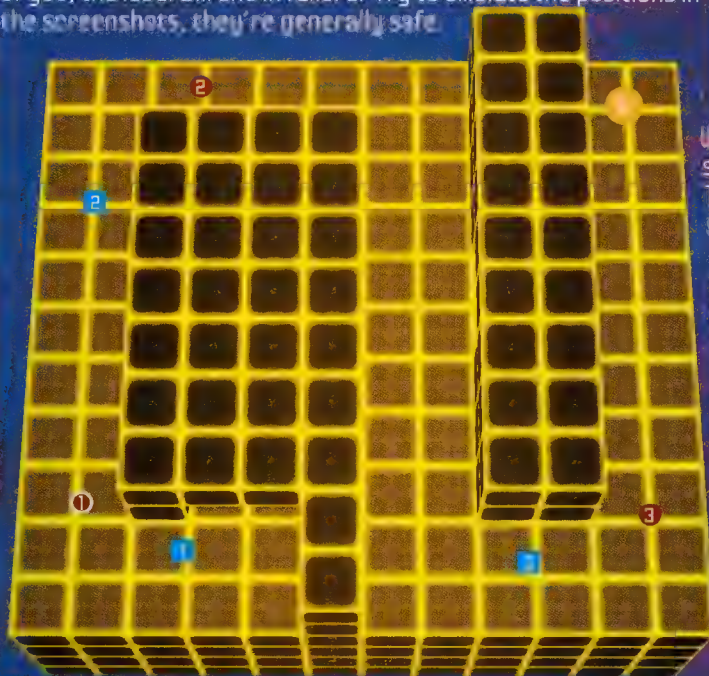
Tech Demo:

00:13:74

Our Best:

00:13:24

This level isn't too difficult, but it can be time consuming. You can beat it without a scratch if you use the tunnels, but you'll never place in the top three that way. To get a record score, you'll need to use a favorite trick of the Time Attack: knock to get the guard's attention, then when they come around the corner to see who it is, blow 'em away. You can also cut your time down a bit by holding the crouch button before the level starts. By doing this you will be able to run as soon as you're finished with your business. Once again, it's imperative that you kill the guards as soon as the SOCOM locks on, because if they catch even a glimpse of you, the level will end in failure. Try to emulate the positions in the screenshots, they're generally safe.



We have two different strategies for this level. The first is the best for speed, but if you're playing Survival Mode, you may want to take note of the bottom one. Since the Survival Mode starts you with so few bullets, you can't afford to miss more than a handful of shots in the entire game. It's not uncommon to end up on later levels with a great time but no bullets, spelling instant defeat. This alternate strategy, revolving around easy chokes, will take 20 or more seconds, but save you nine bullets, giving you some much needed slack later on.



Knock down the guard on the right. Then run to the second guard and shoot him from the back. You'll need to duck to get the ammo.

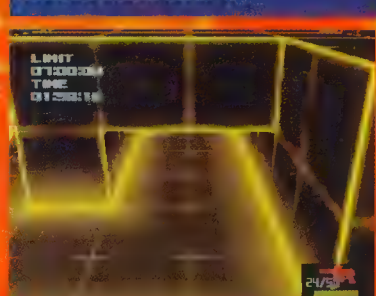


Snake is in the corner. When the guard is in the sharper angle, he'll see you coming.



The guards in the Survival Mode are actively searching for you. These three just stand there.

duct-like tunnel that links the bottom and top of the left structure. Then you can sneak up from behind and choke the two guards on the left, and pick up the ammo the second one leaves behind. Nine extra bullets to replenish the 9 you would have had to use to shoot all three guards.



If six bullets is enough to save some time and ammo, you can crawl through this small tunnel and choke the third guy too.

The conventions used on the Shooting Mode maps are a bit different than the time attack maps. The

blue squares show where Snake will be positioned when he shoots the corresponding guards represented by numbered red circles. For instance, Snake will be at blue square 1 when he shoots guard 1, blue square 2 when he shoots guard 2, etc. Of course, you can kill the guards in any order you want, but these are our recommendations. By following the blue squares, you can figure out what our recommended path is all the way to the goal. Oh, and the red circle with the thin white outline represents the guard who has the ammo in survival mode.

HOW TO READ THESE MAPS

VR TRAINING - SHOOTING MODE

Level 4

1st: 00:20:00

2nd: 00:26:00

3rd: 00:35:00

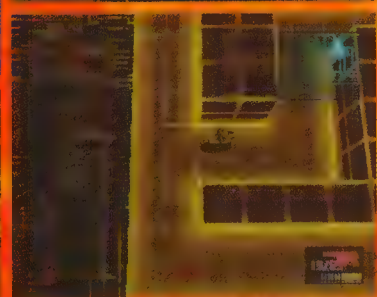
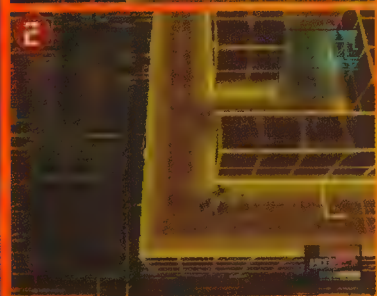
Tech Demo:

00:10:81

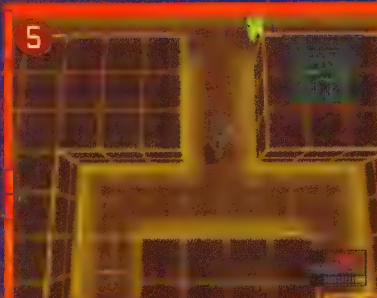
Our Best:

00:10:51

A true professional kills without ever seeing his prey's face, or letting them see his. Make sure that you're holding the X button and then go on your rampage. Start with the guard up top, then quickly move on to the guard down and to the right. Stay in the middle of the path and reload while running back to the center of the level. Take out the two guards with six precise shots. Finally, move up a bit and wait until the last guard is in your sights. The first guard you shot is the one who also has the ammo.



Don't look down or you'll miss the guard.



Level 5

1st: 00:10:00

2nd: 00:17:00

3rd: 00:25:00

Tech Demo:

00:06:94

Our Best:

00:05:65

Next, turn back and shoot the guard that is diagonally up and right. Keep running until you are clear of the block in the middle. Shooting the first three guards is the most difficult part of this level. If your angles are off or if you wasted too many shots, you will be stuck reloading while shooting the last guard. Once you have killed the first three guards, you can run up Kamikaze-style and try to get off enough shots before the last guard sees you. Or, you can stop, wait, and then shoot him. After the last shot, click on the R1 button to save some time and prevent Snake from pausing during a reload. And of course, don't forget the ammo in the Survival Mission.



No fancy maneuvering necessary here, just fast, accurate shooting. Take a few steps towards the right, and pump off three bullets to the guard up top. Press the crouch button immediately after the third shot, and quickly move diagonally up and left to kill the guard that is now at a perfect angle.



VR TRAINING-SHOOTING MODE



Shoot first, and then into the guard!



This level is tough. You get noticed by guards, you lose. You get noticed by a camera, you lose. You kill a guard so that the camera can see him dying, you lose. Crap. The trick here is precise timing. If you miss an opportunity to shoot a guard, then you might as well just reset.

Pause under the first camera so that the camera can almost see you, and use your auto-targeting to kill the guard. Hold the X button after the third shot, run up, and then target the area to the upper left diagonal. The 2nd guard won't be visible but if you are in the spot in the third picture, you will nail him. After that, run under the camera that's down and to your left and wait by the wall. The last guard will come from the left from behind the wall. Auto-target him. When the auto-targeting is off the wall, shoot three times and run to the goal in the top left corner.

Level 6

1st: 00:12:00

2nd: 00:20:00

3rd: 00:30:00

Tech Demo:

00:08:74

Our Best:

00:08:03



First, hold X to make pivoting faster. Take out the first guard who is above and to your right, then quickly turn and shoot the guards on the right and left respectively. Next, move to the area in between the middle block directly above you and the two side blocks to its left (reloading en route is optional). When you reach that point, release the X button to make close-range auto-targeting easier. Shoot the guard to your left, then take out the one to your right, and switch back to your left for the final guard.

Level 7

1st: 00:10:00

2nd: 00:15:00

3rd: 00:20:00

Tech Demo:

00:05:30

Our Best:

00:05:36



In Survival Mode, the guards are a huge d on your ammo supply. But it's also the only level where you can get two boxes of ammo (from the 5th and 6th guards). REMEMBER THIS! I always end up forgetting and running to the goal before the 2nd box

VR TRAINING - SHOOTING MODE

Level 8

1st: 00:13:00

2nd: 00:20:00

3rd: 00:25:00

Tech Demo:
00:04:72

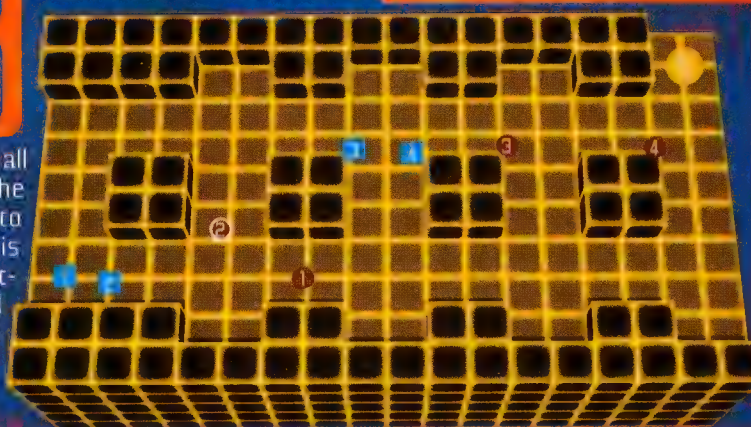
Our Best:
00:04:57

And that's, um, really all there is to it. The fastest possible way to beat this level is achieved by duplicating the technical demo which will open up after you beat the survival mode.

One of the best ways to beat this level is also the simplest. Kill the first guard from the starting point, then take a few steps and wait for the second guard to walk into your trap. Take his ammo, then run up to the top level where, if your timing was right, you can kill both of the remaining guards.



Survival mode is the real game. People only see the AC version, which is a training mode. Winning the final 5 different stars may be wrong.



Level 9

1st: 00:20:00

2nd: 00:25:00

3rd: 00:35:00

Tech Demo:
00:11:96

Our Best:
00:11:79

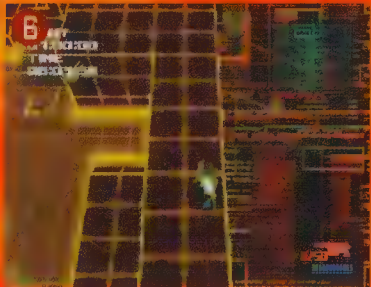
Much like this level's Time Attack strategy, it all begins with a knock. But unlike the previous time you played this level, you then have to shoot six guards in rapid succession. You will need to hold the X button down to have full run capability throughout the level. After the knock, move forward, hold down the fire button, and kill the guard when he is out of the crevice. After that, run straight and shoot three times which will kill the guard in the center of the path. Now you must run down the right side and kill the guard as he pops out. Then quickly move to the left side and shoot the guard with three precise shots. Stop four yellow squares before the walkway's end and slightly right of center. Shoot the right guard, then make a full run towards the left and shoot the guard in



the back while running.

The key to this level is to kill each enemy as early as possible, so his body will make the other guards suspicious and lure them out of hiding. Failure to accomplish this will result in the final two guards being stuck behind the wall where you can't easily get at them. If this happens, it's practically a dead game, and you've wasted lots of time getting there.

VR TRAINING - SHOOTING MODE



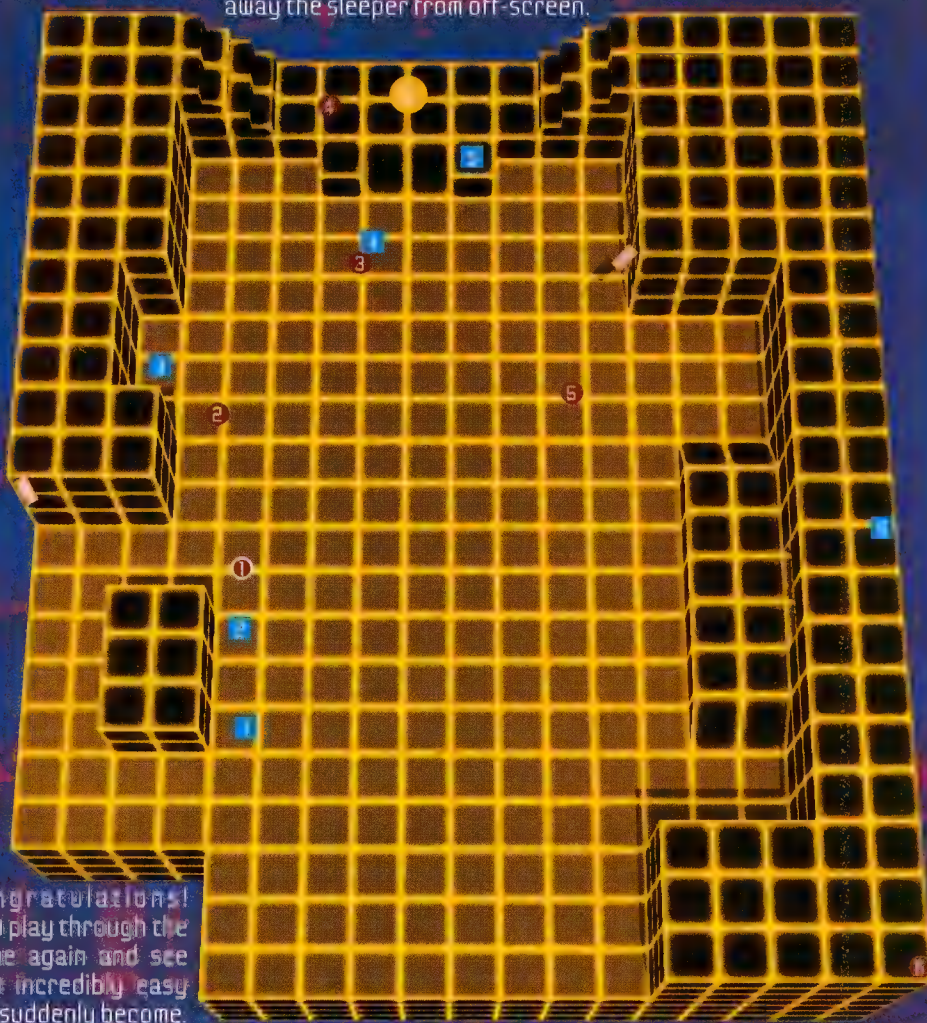
This is the minimum range necessary to hit the sleeper. You can't see him, but trust me, he's there.

You know you're in for some horribly dirty tricks when they won't even tell you how many enemies are on this level. I wonder how many people will get to this stage, kill everyone with a few seconds remaining, and then scream in despair "What? Where's the exit? Where's the exit?" as the Mission Failed screen pops up. Ya see, sleeping guards don't appear on your radar. And there's one sleeper tucked deep in a corner on this stage, a dirty little trick from the developers to you.

But that's not the worst thing they came up with this in this malevolently difficult level. There are dozens of effective ways of beating this level, but all of them require incredible reflexes and slim margins of error. We're confident we've found the best one.

Like Level 9, this method is based upon each guard's death alerting another guard in visual range. So do things as quickly as possible so the guards won't have time to move out of the positions we have them in in these screen shots. Remember to watch your feet for that pesky searchlight and to stay out of camera range!

We'll start with killing all of the guards along the left wall first. Nail the first one (the ammo carrier in Survival Mode) when he's far enough back that the guard in the alcove can see him, and then inch up a few squares to wait for the guy in the alcove to investigate. Blow him away, then hide in his alcove until the searchlight passes. Use that time to reflect on mankind's inherent cruelty to its own species and also to blow the brains out of the guard near the top with a diagonal auto-targetted shot. After the light passes, rush up to his position and shoot the guard atop the platform. From the edge of that platform, shoot the fifth guard, who was just minding his business over on the southeast platform. Then run as quickly as you can along that eastern wall, and when you get to the area shown in the shot (the minimum distance necessary to hit him) line yourself up and blow away the sleeper from off-screen.



Congratulations! Now play through the game again and see how incredibly easy it's suddenly become.

Level 10

1st: 00:25:00

2nd: 00:35:00

3rd: 00:50:00

Tech Demo:

00:13:93

Our Best:

00:14:14

THE REAL WORLD OF METAL GEAR SOLID

One of the hallmarks of a Hideo Kojima title is the immaculate research that goes into every aspect of the game. The stories may be fantastical, but the technologies, philosophies, theories, and events that form the meat of Metal Gear Solid are 100% grounded in reality. Kojima may take liberties at times, but every crazy piece of technology in the game exists, if only in prototype.

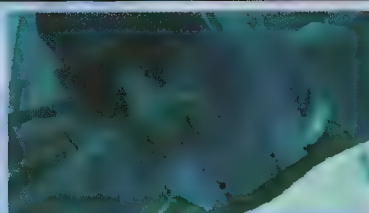
Surely I exaggerate, you say, how can Ninja's stealth unit really exist? And what about Psycho Mantis' mind control powers? And that Soliton radar thingy? Surely that could never exist!

PAH! You sicken me with your ignorance. Read on, and be educated!

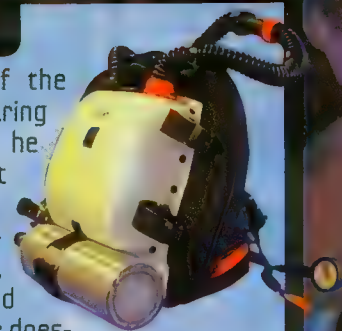


Image courtesy of James Sugar.

DRAEGER REBREATHER



At the start of the game, Snake is wearing a scuba device as he rides in the SDU. It appears to be a Draeger rebreathing apparatus,



although the makers of the game erroneously showed bubbles coming from the mask. In reality, the Draeger doesn't produce bubbles. That's what makes it different from more standard scuba equipment and it's also what makes it so desirable to special forces. It allows divers to operate underwater for up to 4 hours by rebreathing their own air. The exhaled carbon dioxide is filtered through a soda-lime scrubber to convert it to water and the rebreathed air is mixed with pure oxygen released from a small canister to make breathable air.

Image courtesy of Draeger

For more information, visit <http://www.draeger.com/english/sc/DraegerDive/equipment/dolphin/index.htm>

SDV (SEAL DELIVERY VEHICLE)

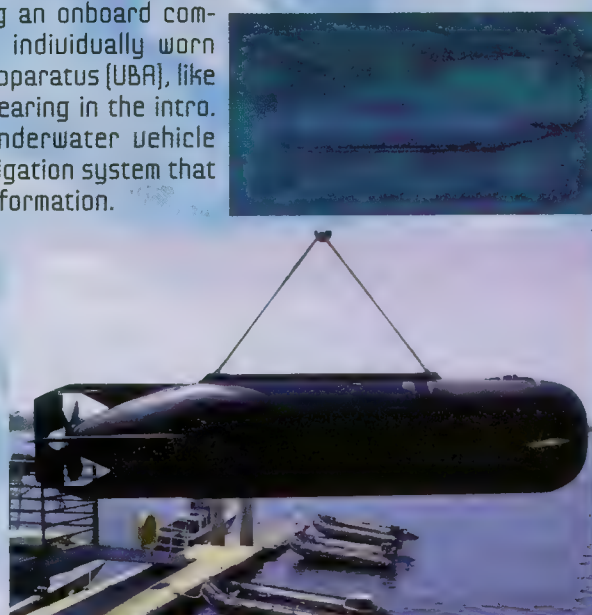
The Mark 8 SDV, which also appeared in the intro, is a 22-foot long, all-electric, jet black submersible powered by rechargeable silver-zinc batteries. It can hold up to 6 people. The pilot controls its direction with a ballast and trim system, along with a manual control stick to move rudders, elevators, and bow planes.

SDVs are used for clandestine insertion of SEALs, reconnaissance, demolitions, and location and recovery of lost or damaged objects. The passengers and crew breathe using an onboard compressed air system or individually worn underwater breathing apparatus (UBA), like the Draeger Snake is wearing in the intro. The torpedo-shaped underwater vehicle has a computerized navigation system that provides navigational information.

There are currently two SDV teams in the Naval Special Warfare Command. SDV Team 1 is located at Naval Amphibious Base, Coronado, Calif., and SDV Team 2 at Naval Amphibious Base, Little Creek, VA.

Image courtesy of James Sugar.

For more info visit <http://specialoperations.com/navy.html>



DARPA (DEFENSE ADVANCED RESEARCH PROJECTS AGENCY)



Stealth technology is one of DARPA's widely-known triumphs.

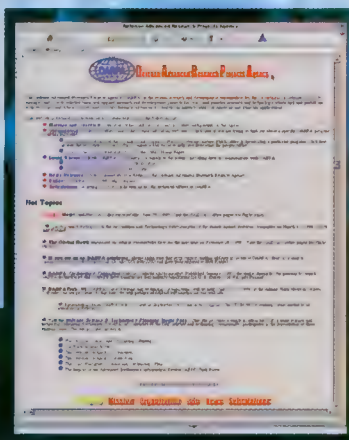
According to the current Director of DARPA (who is *not* the game's fictional Chief, Donald Anderson), DARPA's primary responsibility is "to help maintain U.S. Technological superiority and guard against unforeseen technological advances by potential adversaries. Consequently, the DARPA mission is to develop imaginative, innovative, and often high-risk research ideas offering a significant technological impact that will go well beyond the normal evolutionary developmental approaches; and, to pursue these ideas from the demonstration of technical feasibility through the development of prototype systems."

In the early 1980s, DARPA provided the majority of technologies which formed the basis for the Strategic Defense Initiative (SDI). The JSTARS (Joint Surveillance and Target Acquisition Radar System) system

which played a huge role in the success of Desert Storm was originated by DARPA in the 1970s. The markedly angular stealth design of the F-117 and the continuous curved stealth design of the B-2 followed from a still classified program of DARPA in the early 1980s.

Furthermore, the Internet and the World Wide Web used by hundreds of millions of people daily are the direct results of two decades of development at DARPA starting with the ARPANET, the extensive military network. See the interview below for more information on DARPA.

You'd think this would all be highly classified, but DARPA actually has a really cool web site (www.darpa.mil) with info on a bunch of fascinating projects they're working on.



DARPA plays a key role both in Metal Gear Solid and in real-life weapons development for the US. We spoke with DARPA representative Jan Walker for more insight into this hush-hush government superagency, and for an evaluation of the real-life potential of a Metal Gear REX system.

Q: What is DARPA and how long has it been around?

A: DARPA (Defense Advanced Research Projects Agency) is the central research and development organization of the Department of Defense. Our primary responsibility is to help maintain U.S. technological superiority and to guard against unforeseen technological advances by potential adversaries. We pursue high-payoff technologies and military concepts, accepting high technical risk where warranted because of the potential payoff. DARPA was founded in 1958 as a direct result of the Soviet launching of Sputnik.

Q: What are some of the cutting edge technologies that you are currently working on?

A: DARPA is involved in a wide variety of research projects, spanning across almost every scientific discipline. Some of the projects that may pique the interest of your readers:

- Micro Air Vehicles that will be fewer than six inches in any single dimension, yet able to carry sensors, and fly for up to two hours to a point perhaps six miles away. We think that soldiers will be able to use these small vehicles to find out what is over the next hill or around the corner in a city during a battle.
- Electronic sensors that can do the same thing that dogs can do - "sniff" out explosives. Right now, when a soldier needs to find a mine, he must look for disturbed ground, or look for traces of the metal associated with the mine. A properly trained dog can actually detect the chemical traces of the explosives themselves, and is much more sensitive than any

of the electronic sensors we now have. We are sponsoring research to develop electronic sensors that can do what the dog does, but do it quickly and accurately, and without the need to rest and have a drink of water!

- A variety of robotic systems - an unmanned fighter aircraft, micro-robots that work together as a team, and robots that can climb stairs and help soldiers fighting inside buildings.
- Methods to harvest energy from the environment. Everyone knows about solar energy, but we think we may be able to use energy from plant enzymes or the vibrations and motion of a soldier marching. Our soldiers today carry 80 pounds of equipment everywhere they go, and 10 of those pounds are from batteries. If we plan to give soldiers fancy electronics and computers to help them fight smarter, we also need to figure out a better way to provide them with the energy they need.

Q: Metal Gear is a walking, nuclear-equipped battle tank. It is equipped with a rail gun that allows it to ballistically launch a nuclear warhead towards anywhere on earth. This warhead is undetectable by radar since it has no "rocket signature." Furthermore, Metal Gear is mobile and so can launch its payload from a variety of locations. How feasible is this idea?

A: In order to put something into a ballistic orbit, you need to attain a launch speed of seven to eight kilometers per second. Because of the drag imposed by the Earth's atmosphere, you would need a very high energy density power source to get the projectile to that speed. Putting such a power source on a tank would be difficult because of the amount of space you would need - studies seem to indicate that large, fixed facilities might be required.

Although the projectile would be hard to track with radar because of its small size and high speed, it is likely that there would still be some signature or trace that could be detected.

MK-23 SOCOM



Snake's handgun of choice, the SOCOM (Special Operation Command) pistol, otherwise known as the MK23, is a .45 caliber semi-automatic pistol manufactured by Heckler & Koch. With its impressive stopping power and reliability, it's favored by special operation forces around the globe. The SOCOM can be fitted with a suppressor to mask its muzzle flash and blast as well as a LAM (laser aiming module) for night-time use.

For more info, visit H&K's foreign web site at <http://www.heckler-koch.de> (We were unable to locate a US web site.)

FAMAS



The FAMAS (Fusil Automatique Manufacture d'Armes St. Etienne) is a 5.56 mm bullpup-style assault rifle. It's easily recognizable by the long carrying handle above its main body. It was designed exclusively for the French army and can be adjusted so that it can be fired from either shoulder by changing the side that the shells are ejected on. The FAMAS has been nicknamed "Le Clairon" (The Bugle), because of its distinctive shape and long carrying handle. It's a highly accurate and reliable weapon which has found use with armies in Africa and the Middle East as well as some special forces units.

Image courtesy of MFI, the exclusive US distributor of FAMAS. For more info visit <http://www.mfiap.com>

STINGER MISSILES

The Stinger missile, developed by Raytheon Hughes, is a very potent, short-range, low-altitude, man-portable SAM (surface-to-air missile) system. The MANPADS (Manportable Air Defense System) weapon system weighs only 34.5 pounds and consists of the missile, disposable launch tube, detachable gripstock, and integral IFF (Identification Friend or Foe) system. The standard Marine organization allows for a Marine Stinger team of two men to carry six missiles



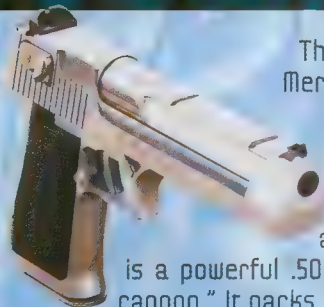
into combat. Kojima did take one big liberty with his depiction of the Stinger missile launcher: Real Stingers launchers can never be reloaded.

The Stinger missile is highly accurate, employing a unique Rosette Scan Pattern targeting system and a Target Adaptive Guidance (TAG) technique. It carries a lethal warhead and reaches speeds of up to Mach 2. A real Stinger would have little difficulty blowing a Hind-D to little bitty pieces with a single missile.

In Afghanistan, Stinger missiles downed over 270 Soviet aircraft (a 79% combat success rate), and helped to stop air assault operations and force Soviet withdrawal.

Photos courtesy of Raytheon.
For more info visit:
<http://www.hughesmissiles.com/production/programs/stinger/stinger.htm>

DESERT EAGLE



The handgun that Meryl uses in the game is a Mark XIX Desert Eagle .50 Action Express. Designed in Israel by IMI (Israel Military Industries), makers of the Uzi and Galil rifles, the Desert Eagle is a powerful .50 caliber semiautomatic "hand-cannon." It packs more power than a .44 magnum with considerably less kick due to its unique gas-operated system. It fires a 300 grain bullet at around 1,380 feet per second, making it one of the most lethal handguns available. The Desert Eagle is currently being manufactured in the US by Magnum Research.

Photo courtesy of Magnum Research, manufacturer of the Desert Eagle.
For more info visit <http://www.magnumresearch.com>

PSG-1



The PSG-1 (Präzisions Schützen Gewehr - 1), manufactured by Heckler & Koch, is one of the world's most accurate semi-automatic sniper rifles. Before the PSG-1, it was thought that a sniper rifle had to be single-shot bolt-action in order to maintain accuracy, but the PSG-1 proved this wasn't true. This rifle was designed to deliver accurate fire to a distant target repeatedly, consistently, and, if required, swiftly. The only drawback is its price tag: Fully loaded with extras, it costs US \$10,000.

For more info, visit H&K's foreign web site at <http://www.heckler-koch.de>
(We were unable to locate a US web site.)

NIKITA MISSILES

The origin of the name "Nikita" is a mystery to us, but the technology behind the Nikita missile launcher isn't as far-fetched as you may think. The Nikita missile, as portrayed in Metal Gear Solid, is simply a missile-shaped remote-controlled reconnaissance drone equipped with a video camera and an explosive charge. While this type of drone doesn't exist in real life, the DARPA Agency is currently funding research into Micro Air Vehicles (MAVs) which would play a similar role in warfare in the 21st century.

MAVs are defined as vehicles which are less than 15 cm (about 6 inches) in length, width, or height. New advances in micro-electromechanical systems, also known as MEMS, make this tiny size possible. Equipped with video cameras and a variety of other sensors, they will give the individual soldier on-demand information about his surroundings, resulting in unprecedented situational awareness, greater effectiveness, and fewer casualties.

MAVs are needed to give soldiers a view of what is over that next ridge, or who is hiding in that bombed-out building. The craft will have to be light and small enough to fit in a soldier's backpack, yet capable of carrying a solid-state camera, infrared sensor, or radar detector on flights of several kilometers. Fitted with electronic noses, the craft could even theoretically track individuals by their scent alone.

Image courtesy of MLB Co.
For more info on MAVs visit <http://www.sirius.com/mlbco>

A functional MAV prototype



C4 EXPLOSIVES

C-4 was a plastic explosive popular among soldiers in Vietnam because it was lightweight, stable, and had a potent explosive power. Malleable with a texture similar to play dough, it can be formed into a shaped charge of any type. C-4 will not explode without use of detonation devices, even when dropped, beaten, shot or burned. It's also waterproof, making it useful for SEALs in underwater demolition operations.

For more info visit <http://www.sonic.net/~brucel>

CLAYMORES

The M18A1 Antipersonnel mine (Claymore) is a fan-shaped landmine which gained popularity during the Vietnam War. They're usually set off with a trip wire and when they explode they send out 700 1-2 mm. metal pellets in a 60 degree arc. They wreak terrible havoc on flesh, the effect being not unlike a close-range encounter with a double-barreled shotgun filled with buckshot.

For more info visit:
http://www.thehistory.com/MilitaryHistory/articles/06965_text.htm

CHAFF GRENADES

Chaff, on a larger scale, is a well-known countermeasure against electronics and targeting systems that works by dispersing metallic strips into the air. Generally, Chaff is released by planes flying over enemy territory, temporarily confusing their radars over a wide area. As far as we can tell, however, there is no such device as a chaff *grenade* in use in the western world.

MRES (RATIONS)

The traditional MRE, presumably the model for the rations in Metal Gear, is a brown plastic package about one foot long, six inches wide, and two inches thick. Each MRE has a meat pouch, or a meat and starch pouch, kind of like a stew, or casserole, or leftovers. There is also a side dish, like fruit or bread as well as a dessert. A spoon or fork is packed in the main pouch. Each meal includes a pouch with a powdered beverage, like fruit drink or cocoa.

More recently, food technologists at Soldier System Command's Natick Research have developed Mobility Enhancing Ration Components. These components - "MERCs" - can be eaten out of hand and require no food preparation or eating utensils. MERCs will support highly mobile and forward deployed troops and are suitable for Arctic, jungle, desert, mountain, and urban areas. MERCs are a highly shelf-stable sandwich using major advances in food processing, preservation, and packaging. The sandwiches consist of shelf-stable breads (bagel, biscuit, and white) and a variety of fillings (beef, cheese, barbecue chicken, pepperoni, Italian sausage, and peanut butter with jelly). As of yet, there has been no research done to examine the long-term psychological effects of eating this type of food for an extended period of time.

Photos courtesy of US Army Soldier System Command. For more info visit <http://www.primenet.com/lager/mre.html>



NOOTROPICS

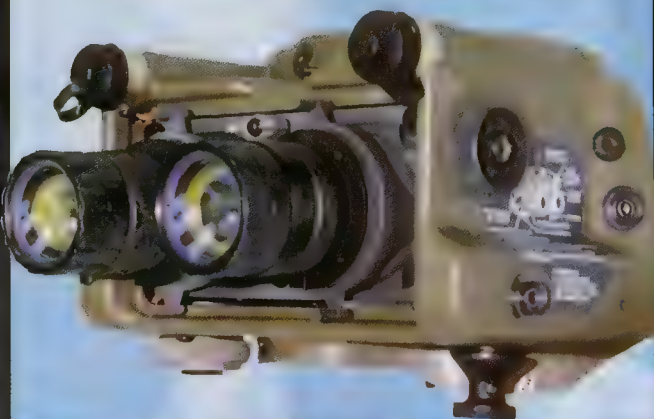
Early in the game, Dr. Hunter injects Snake with nanomachines (more on those later), nootropics and other drugs. Nootropics generally refers to natural, hormones such as vasopressin, adrenocorticotropin (ACTH) and piracetam. The term 'nootropic' is from the Greek word meaning "acting on the mind" and nootropics are substances that supposedly improve mental functioning although there is no hard evidence that they actually work. Recently, these "smart drugs" have undergone something of a boom with aging baby boomers attempting to recover their former mental acuity.

For more info visit <http://www.hyperreal/nootropics/index.html>

NIGHT VISION GOGGLES

An electro-optical image intensifying device that detects visible and near-infrared energy, intensifies the energy, and provides a visible image for night viewing. Night vision goggles can be either hand-held or helmet-mounted, but they will not allow the user to see in complete darkness since they require at least some light to function. Also called NUG, they are used by police and special forces all around the world.

Photos courtesy of Excalibur Enterprises. For more info visit <http://www.nightvis.com>



THERMAL GOGGLES

Thermal goggles operate differently than night vision goggles and can be used equally well in daylight or pitch darkness. All objects emit thermal (or infrared) energy which is invisible to the naked eye. A Thermal Imaging system will visualize the heat emitted by objects in a viewed scene. Objects stand out because they are either warmer or colder than the background they are viewed against. This contrast is the "thermal image" seen on a display.

For more info visit <http://www.nuoptics.com>

STUN GRENADES

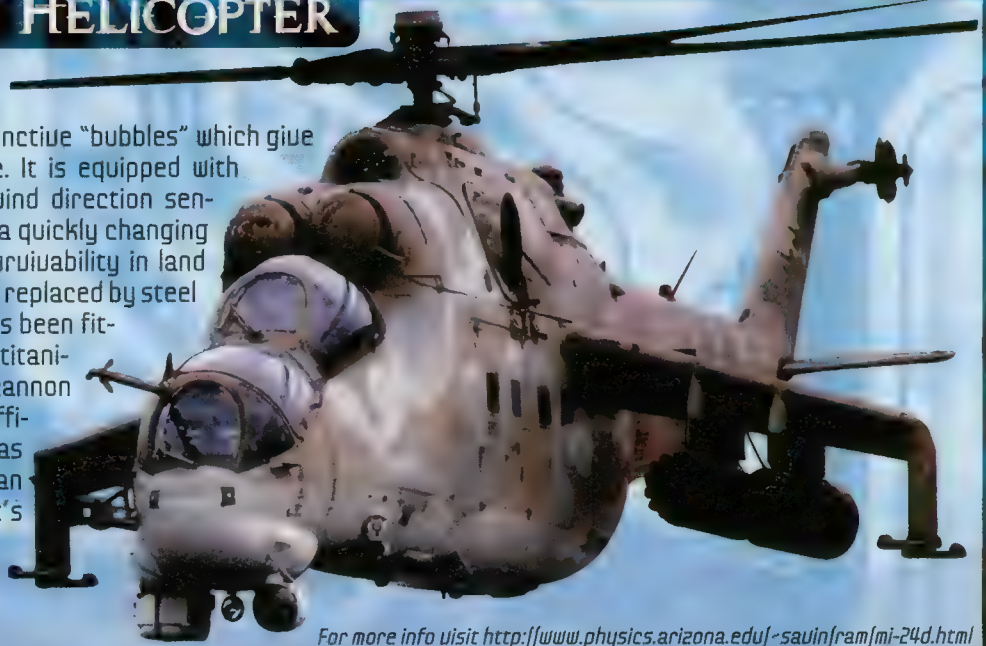
Also known as flash grenades or sound and flash grenades, these are commonly used in hostage situations to disorient the bad guys by making a tremendous noise along with a blinding white phosphorous flash.

For more info visit <http://www.armorholdings.com/deftech.htm>



HIND-D ATTACK HELICOPTER

The Mi-24D or Hind D is a Russian attack helicopter. It is easily recognized by its nose with its two distinctive "bubbles" which give it a rather "face-like" appearance. It is equipped with sophisticated avionics (including wind direction sensors) to improve weapons aiming in a quickly changing combat situation. To improve its survivability in land warfare, its aluminum structure was replaced by steel spars and fiberglass skin. It also has been fitted with armored windshields and a titanium hub designed to resist 20mm cannon strikes, making it one of the most difficult helicopters to shoot down. It has a maximum speed of 200 mph and can climb to an elevation of 7,210 feet. It's armed with a four barrel 12.7 mm chain gun and can also carry missiles, rockets, or a 20 mm cannon.



For more info visit <http://www.physics.arizona.edu/~savinfram/mi-24d.html>

M-1A1 ABRAMS TANK

The first M-1 tanks were delivered to the U.S. Army on February 28, 1980. The new tank was named for the late General Creighton W. Abrams, former Army Chief of Staff and commander of the 37th Armored Battalion.

In reality, a single lightly armed soldier would have about as much a chance of defeating an M-1 Tank as he would of catching a bullet between his teeth. The M-1 mounts an M68E1 105 millimeter main gun. Two 7.62mm NATO M240 machine guns are also mounted, one coaxially with the main gun, and one on top of the turret at the loader's station. A .50 caliber Browning M2 HB machine gun is mounted at the commander's station for anti-aircraft defense.

The Abrams hull and turret are built of a material similar to the ceramic-and-steel-plate Chobham armor developed in Britain. The driver is seated in a reclining position in the front of the hull; the commander and gunner are in the turret on the right, and the loader is on the left. Armor plate separates the crew compartment from the fuel tanks and ammunition storage area.

Despite its 63-ton weight, the M-1A1 can attain a top speed of 45 miles per hour. The tank is 26 feet long, 12 feet wide, and eight feet high. Range is limited to 290 miles.



For more info visit
<http://www.pica.army.mil/orgs/jesd/jesm/guns/mitank.htm>

CODEC TRANSCEIVER

The nature of the codec used in the game is somewhat unclear. Snake apparently has the receiver implanted in his ear which means that nobody else can hear it, but it remains unclear what size and shape the transmitting device is. It is also unclear where Snake is "seeing" the video display. In any case, codec stands for "compression/decompression." Several companies around the world have in fact designed systems which can transmit real-time color video and audio over narrowband channels. These systems perform real-time video and audio compression/decompression, forward error correction, and digital data transmission at rates from 16kbps through 256kbps using UHF, VHF, HF, or Satcom links. At about two and a half pounds, they are small and lightweight enough to be transported and used by soldiers in a variety of operational environments. They will provide military leaders with an unprecedented amount of operational awareness in future military scenarios.

For more info visit <http://www.army.technology.com/contractors/navigation/index.html>

SOLITON RADAR

Although the "Soliton" Radar system portrayed in the game does not exist in real life, the U.S. Army TEC (Topographic Engineering Center) and the DMA (Defense Mapping Agency) are currently at work on systems which will provide 3-D terrain data maps of battlefields for use by individual soldiers. These near real-time digitized battlefields will



most likely be viewed by soldiers on a miniature display in their high-tech helmets which will also incorporate a wide variety of image intensifying devices such as thermal and night vision sights.

Soldier image courtesy of US Army Soldier System Command.

Radar image courtesy of Foruno Inc. For more info visit <http://www.amda-sys.co.il/jasdr.htm>



An army prototype: The head-mounted camera transmits terrain data to a satellite, which compiles it into a map and beams it into a miniature display in the glasses.

PAL (PERMISSIVE ACTION LINK)



The PAL (permissive action link) which is mentioned so often in the game is a device included in or attached to a nuclear weapon system to preclude arming and/or launching of a nuclear weapon until the insertion of a prescribed discrete code or combination. It may include equipment and cabling external to the weapon or weapon system to activate components within the weapon or weapon system.

Initially, PALs were simply attached to the electrical circuitry of nuclear weapons. Weapons designers recognized that it would be relatively easy to "wire around" these early PALs and they subsequently "buried" the PAL devices deep inside the weapon, making them virtually inaccessible to anyone trying to arm a weapon without authorization. In addition, weapons designers of more recent PALs have encapsulated the entire nuclear weapon or the PAL with a protective skin. Any penetration of this covering results in automatic, irreparable damage to the weapon, making it impossible to detonate. The "same code to both lock or unlock it that can only be used once" PAL system employed in Metal Gear Solid seems to be Kojima's own twist on this otherwise accurately represented bit of technology.

For more info visit <http://www.research.att.com/~smb/nsam-160/pal.html>

Presumably, America's nuclear arsenal, including this Herc, is protected from accidental or unauthorized activation by some sort of PAL mechanism. They'd better be!

STEALTH CAMOUFLAGE

Stealth camouflage, currently in use in the USAF's B-2 Bomber and F117A Stealth Fighter, uses a variety of techniques to make the aircraft nearly invisible to radar. Radar-absorbing paint, smooth contours or sharp angles to deflect away radar beams, and cleverly designed shapes to create confusing radar images are some of the strategies currently used.

There is no current technology capable of making an object nearly invisible by bending light, but early prototypes that work similarly to the Ninja's cloak are being designed. The basic idea is to coat an object with a shield that can electrically change its color and appearance to match that of the background it is on. For example, special materials in an aircraft's "skin" could be adjusted by on-board computers for the best reflectivity to match the altitude and overhead lighting situation - thus rendering the aircraft the same color as the sky in which it's flying. Much like Ninja, when you look at an object cloaked in this manner you would see a projection of whatever is behind it, making it blend into the background.

SHAPE MEMORY ALLOY

The PAL card key shown in the game is composed of shape memory alloy in order to make its shape changeable, but what is shape memory alloy? It is a metal which, after undergoing a plastic-like "deformation" at low temperatures, recovers its original shape when heated to high temperature as if it remembered its original shape. This phenomenon is called Shape Memory Effect (SME), and metals having this effect are called Shape Memory Alloys.

SMA's are soft and easily deformed at low temperatures, just like lead or solder alloys. However, at high temperatures, they are hard and highly elastic just like a piano wire. At a temperature between these high and low, they show intermediate characteristics of the two. Due to their unique properties, SMA's are useful in a wide-range of industrial and professional applications such as in medical instruments, semi-conductors and even in women's brassieres.



Kind of off-topic, but were you wondering about the shapes on the PAL cards? Put 'em together and it spells out "M-G-S" Well, sorta.

For more info visit <http://www.sma-inc.com>

RAIL GUNS



A rail gun is a weapon that uses electrical current to propel a projectile. The traditional "Rail Gun" has two rails of copper or some other highly conductive material and a projectile that completes the circuit between the rails. Thus the projectile must be highly conductive as well. When the gun is fired, energy from the capacitor bank is discharged, and the current will flow from one rail, through the projectile, to the other. This generates a directional magnetic field, called "Lorentz Force," that propels the projectile.

Rail gun applications include antiship missile defense, antitank weapons, long-range artillery, theater missile defense, and ultimately, space launch. In the game, the rail gun (mounted on Metal Gear) is used to fire a nuclear warhead without the use of jet propellants, thus rendering it invisible to satellites which would otherwise detect a missile by its rocket signature.

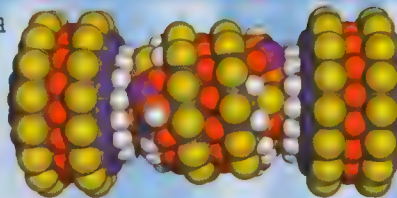
Rail gun technology is very advanced and may see active use by the Navy very soon. A working prototype is already being tested at the University of Texas at Austin.

Image courtesy of Roger Johnston and the Fifty Caliber Shooters Association (FCSA).

For more info on railgun research visit <http://www.utexas.edu/research/cem/rd/rd02/02.html>

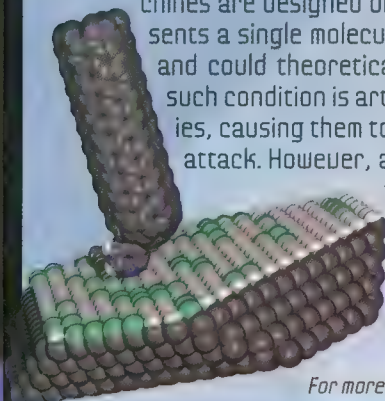
NANOMACHINES

In Metal Gear, Dr. Hunter injects Snake with a variety of nanomachines. Nanomachines, a developing technology which is not yet functional, could theoretically serve many useful purposes, and one field which could benefit greatly is medicine. Because nanomachines are designed on a molecular level (each sphere in these images represents a single molecule), they're small enough to manipulate single atoms, and could theoretically cure many of today's ailments relatively easily. One



such condition is arteriosclerosis. In arteriosclerosis, deposits of cholesterol build up on the inner walls of arteries, causing them to narrow. As the condition worsens, the heart muscle will begin to die, which will cause a heart attack. However, a nanomachine could be programmed to search for deposits of cholesterol and remove them, thereby re-opening the artery. Other functions include cell repair nanomachines, which could fix problems that occur within cells and tissues. Once inside the cell, the nanomachine would determine whether a problem existed by examining the cell's contents and activities. Depending on what was found, it would take the necessary action to either restore the cell to top efficiency or to destroy the cell if it was cancerous. Functional real-life nanomachines are probably at least 20 years away.

For more info on nanomachines visit <http://nanozine.com/nanogear.htm> or <http://science.nasa.gov/globus/home.html>



NAVY SEALS

The Navy SEALs are one of the best-known special forces groups in the world. They were formed in the early 1960's as the Navy's answer to the Army's Rangers and the Marine's Green Berets. Their missions involve direct action, special reconnaissance, unconventional warfare, foreign internal defense, and counter-terrorism. SEALs operate in small units; the smallest is the swim team, which consists of a pair of SEALs. If a team of SEALs were inserting onto a beach from a CRAC (Combat Rubber Raiding Craft), a swim team might swim ashore beforehand to secure the beach and silence any guards in the vicinity, similar to the job Snake does in this game by himself. After the beach was secure, the rest of the team in the CRAC would come ashore. The total team size might be four or eight (in multiples of two), depending on mission requirements.

Although not stated explicitly, Snake appears to be a SEAL. The biggest clue is that he knows how to operate an SDU (SEAL delivery vehicle) - something only a SEAL would know. He also appears to use a Draeger rebreathing apparatus of the type used by Navy SEALs.

SEAL Team 6 is the highly secretive, elite SEAL team most responsible for counter-terrorism (CT) and black ops. They are so advanced that they have been nicknamed the "Jedi Knights."

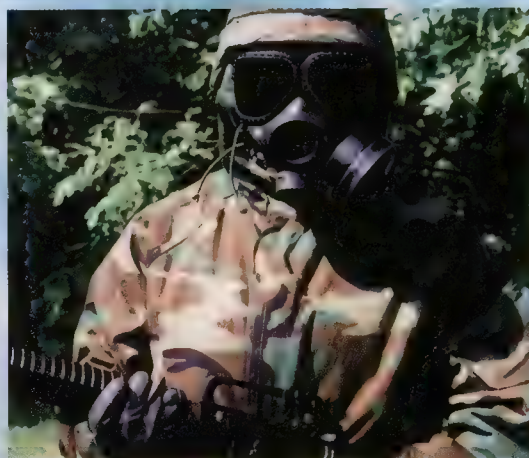
Image courtesy of James Sugar.

For more info visit <http://webix.nosc.mil/seals/>



FOX DIE (BIOLOGICAL WEAPONS)

In MGS, Fox Die is a new type of genetically engineered, super-pathogen that can target specific individuals after verifying their identities by their DNA sequences. This type of biological weapon doesn't currently exist, but recent advances in the field of genetic engineering might make it possible within the next 20



years or so. Other biological weapons which are currently being examined for future development are antimaterial microbes. These genetically engineered organisms could be programmed to eat rubber from enemy vehicles, decimating their tires, engine gaskets, and fuel lines. Other antimaterial microbes could attack enemy fuel reserves, turning them to useless jelly, or even eat silicon, rendering an enemy's computer systems inert.

Currently existing bioweapons, however, are even more frightening. Perhaps the most chilling of all of them is anthrax. Anthrax, a disease of cattle and sheep caused by *Bacillus anthracis*, can also kill humans. The pneumonic form of anthrax kills more than 90 per cent of its victims if left untreated. Most frightening of all is the fact that just one hundred kilograms of anthrax spores could wipe out an entire city. A light plane flying over Washington DC (similar to the one that crashed into the White House in 1994), carrying 100 kilograms of anthrax spores and equipped with a crop sprayer, could deliver a fatal dose to up to three million people.

Image courtesy of US Army Soldier System Command.

For more info visit <http://www.ocean.ic.net/ftp/doc/disaster/bio/biowfaq.html>

PSYCHIC SOLDIERS

As early as the 1950s, the U.S. Military conducted research into the use of psychics for military applications. Most of this work has concerned itself with "remote viewing," the alleged ability of a psychic to "see" places far away and even track the whereabouts of specific people. Although their past experiments have been widely discredited, the military is continuing with their most current project, nicknamed "Stargate," which reportedly costs US \$20 million per year.

In MGS, Psycho Mantis is a Russian-born psychic who received training in the USSR. In fact, the Russians have been involved in psychic research for the military even longer than the U.S. One technique which the Russian Department of Psycho-Correction at Moscow Medical Academy claims to have discovered centers on electronically analyzing the human mind in order to influence it. They input subliminal command messages, using key words transmitted in "white noise" or music. Using an infrasound very low frequency-type transmission, the acoustic psycho-correction message is transmitted via bone conduction, therefore ear plugs would not restrict the message. According to the Russians, the subliminal messages bypass the conscious level and are effective almost immediately. This technique bears a striking resemblance to how Mantis controls Meryl during the game.

For more info visit <http://www.brotherblue.org/brethren/Penguin4.htm>

GENE THERAPY

The members of FoxHound in Metal Gear were supposedly strengthened through "gene therapy," but what does this actually mean? The process of gene therapy involves splicing a "transfer gene" and implanting it in the patient's body using a retrovirus as a vector to target the desired cells. The new genes then multiply in the patient's body, eventually taking over and thus changing the genetic makeup of the individual.

The real-life Human Genome project's goal is to create a complete map of every gene in the human body. When the project is completed sometime around the year 2005, if all goes well the function and purpose of each gene will be known. With this knowledge, scientists will theoretically be able to make any change to an individual's DNA - altering his or her mental or physical makeup in ways almost unimaginable.

While this may sound exciting, it is also quite frightening on many levels. Genetic improvements will be available only to those with the money to afford them. Furthermore, since these "improvements" will be made on a genetic level, they will affect every future member of that family line. Given this, it is not difficult to imagine a world of beautiful, healthy, genetically superior individuals with money taking advantage of a genetically underprivileged lower class. It seems to be a process doomed to only accelerate our already unbalanced society of haves and have-nots. If this concept fascinates and scares you as it does us, be sure to see the provocative film *Gattaca*. And if that isn't a bleak enough scenario for you, then take a few minutes to think about the excellently-crafted horror scenario in *Metal Gear Solid*, in which one expert soldier's DNA is used to clone or modify an entire army of human killing machines.

For more info visit http://www.ohl.gov/TechResources/Human_Genome/home.html

NEXT GENERATION SPECIAL FORCES

The U.S. Army has been at work planning the Army of the 21st century for nearly a decade now. It is called "Force XXI." Force XXI is all about using recent advances in electronic information technology in a comprehensive approach which will allow for extremely well-orchestrated military campaigns down to the movements of individual soldiers.

Central to the success of Force XXI is the "Land Warrior" system currently under development, many elements of which seem to have been the inspiration for some of the technology and mechanics of *Metal Gear Solid*. The Land Warrior is a first-generation integrated fighting system for dismounted combat soldiers. This system includes:

- A lightweight helmet with integral ballistic/laser eye protection, monocular computer display, day/night target



sensor unit, and adaptable chemical/biological mask.

- Mission-tailored computer software.
- Modular, load-carrying unit (back-mounted) with integrated computer and battery, soldier and squad radios, global positioning system, and video-picture capture unit.
- Weapon (a modified M-4 carbine/M-16 rifle) with a laser rangefinder and aiming light, digital compass, video camera, thermal sight, special close-combat optics.
- Modular body armor, chemical/biological garments.



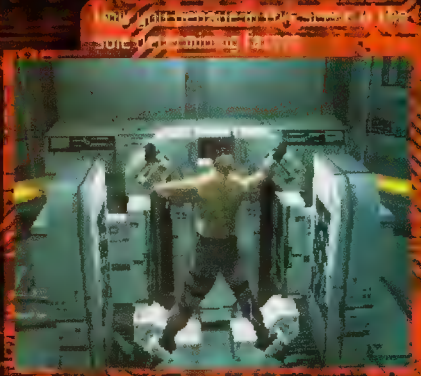
Images courtesy of US Army Soldier System Command.
For more info visit
<http://www.monmouth.army.mil/jcecom/lrc/forcexxi/>

SECRETS

MULTIPLE ENDINGS & BONUS ITEMS

MGS has two different storyline endings: one in which you escape with Meryl and one in which you escape with Otacon (we'll call that one the "alternate" ending). Which ending you get depends on how you react to the torture scene. If you resist, you get Meryl. If you give up, Otacon. The two endings are almost identical, but each gives you a different cool bonus item for the next time you play, and you'll need to beat both to get the Red Ninja game, which is the normal game with a few modifications.

Every time you beat Metal Gear Solid you are given the option to save to your memory card. The memory card icon (if you go to the PlayStation file manager) gives you an important clue: If you've beaten it with Meryl, she's your icon; if you've beaten it with Otacon you'll get his geeky face as your icon; and if you've beaten it with both (on the same file) you'll get Ninja's face as your icon.



If you've successfully resisted torture, you get the girl... and a Bandanna. If you save the game afterwards and then begin a new game by loading that file, you'll have this item in your inventory from the start. Whenever it's equipped you can fire your weapons without using any ammo. I know ammo's plentiful to begin with, but think of all the fun you can have with this! Fire your PSG-1 semi-automatic style. Use Stingers on everything raven-sized or bigger. Landmines *everywhere*.



If you give up on the torture scene all you get is a bunch of homoerotic tension, Otacon-style. Still, the present Otacon gives you is even cooler than the Bandanna: his Stealth unit! When this is equipped you can roam freely without fear of guards or cameras. Unfortunately you're green tinted, which doesn't look quite as cool as Ninja did, but still, not too shabby.



If you've beaten the game with both Otacon and Meryl on the same file, you'll get Ninja as your memory card icon. If you begin a new game with that file, you'll get spiffy new textures for Snake and Ninja, and a cool new piece of music during the ending. But you'll have to refrain from using either the Bandanna or Stealth until Ninja first appears, or the secrets might not materialize.



MORE STUPID MERYL TRICKS



MERYL'S PANTIES 1

Those perus at Konami have programmed in two, count 'em, two different ways of seeing Meryl without her pants. The first is bizarre... Look down at her working out in her cell when you're going to rescue the DARPA Chief, and then just leave the duct and go back in without saving the Chief. The next time you see her, she'll be doing one-armed push ups instead of sit-ups. Repeat, and she'll be doing leg presses. Repeat again and the cycle will start over... But this time she won't be wearing pants!



SUPER BLUSH

You've seen her scold you for staring before, but see what happens if you stare for like 10 minutes! Okay, this one's pretty lame.

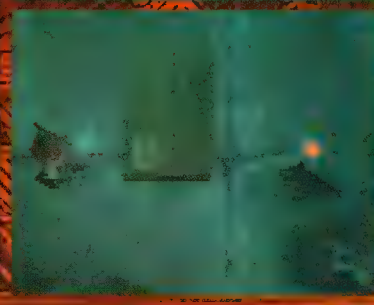
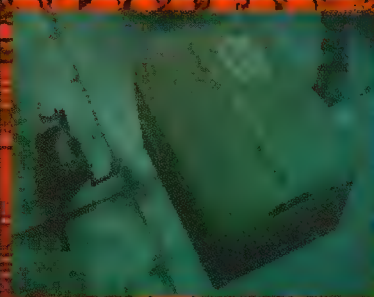


MERYL'S PANTIES 2

Your second opportunity comes during the event in the Nuke Depot when you're chasing her into the lady's room. If you do it as quickly as possible and make it into that last stall within just a few seconds, you'll get her, again, without pants. Note that these tricks were in the Japanese version, but whether or not they'll be in the US final remains to be seen.

SPECIAL WOLF PISS SLAP

We covered Meryl's two special slapping attacks in the walk-through, but here's a cool new twist on the dog one: in the Wolf Cave, hit Meryl, then quickly hide under a cardboard box. Zaniness ensues!



NON-MERYL RELATED STUFF



Look closely in this room in Nuke Depot B2. It's a Moai head, the symbol of Konami's Gradius series.

That sassy Mei Ling! Call her a bunch of times but don't save...



RANKING SYSTEM EXPLAINED

changed in the final version, but the conditions you need to satisfy to get the special ones is unlikely to change. There are eight special rankings, and these are as follows (key factors are underlined, but all specified conditions must be met):

BIG BOSS

Playtime: 0 - 3 hrs
Saves: unlimited
Continues: 0
Being found: 0 - 4
Enemies killed: 0 - 25
Rations used: 0 - 1
Note: Radar must be turned off.

FOX

Same as Big Boss with radar turned on.

FALCON

Playtime: 0 - 2.5 hrs
Saves: unlimited
Continues: unlimited
Being found: unlimited
Enemies killed: unlimited
Rations used: unlimited
Note: Must fail to qualify for Big Boss or Fox.

HIPPOPOTAMUS

Playtime: 2.5 or more hrs
Saves: 80 or more
Continues: unlimited
Being found: unlimited
Enemies killed: 0 - 249
Rations used: 0 - 129

PIG

Playtime: 2.5 or more hrs
Saves: 0 - 79
Continues: unlimited
Being found: unlimited
Enemies killed: 0 - 249
Rations used: 130 or more

CHICKEN

Playtime: 18 or more hrs
Saves: 80 or more
Continues: unlimited
Being found: unlimited
Enemies killed: 0 - 249
Rations used: 130 or more

TURTLE

Playtime: 18 or more hrs
Saves: 0 - 79
Continues: unlimited
Being found: unlimited
Enemies killed: 0 - 249
Rations used: 0 - 129

JAWS

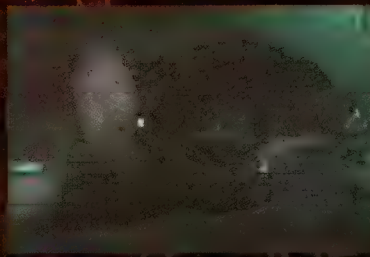
Playtime: 2.5 or more hrs
Saves: unlimited
Continues: unlimited
Being found: unlimited
Enemies killed: 250 or more
Rations used: unlimited

But most of the time you'll fail to satisfy any of those unusual conditions, and land in one of the five ranking fields based on a complicated ratio comparing how many guards you killed to how often you were found. If you were found infrequently, but killed a lot, you'll get a rank like "Leopard." If you were found a great deal but killed very rarely, you'll get a ranking like "Gazelle." If you were found a lot and killed a lot, you'll get something like the ungraceful "Grizzly." If you were found little but killed little, you'll get something like "Tarantula." Finally, if you end up in the middle, you'll get a generic ranking like "Jackal."

Unfortunately, there is no real incentive to get any one ranking over any other, as the game does not give any special rewards based on rankings. Note that "radar turned off" refers to the Extreme difficulty mode's lack of radar option.

THE GALLERY OF HIDDEN GHOSTS

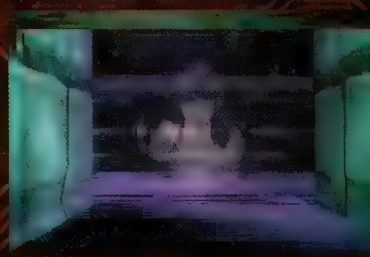
The Camera enables you to take pictures of things and save them to your memory card. Whenever you check the Special menu after you get the camera, you'll find the "Album" option, which lets you look at your pictures. But sometimes you'll find a little something extra... A ghost has appeared on the picture! The ghosts are all members of the KCEI development team, and they've all been altered to make them look like angels or demons or superheroes or deformed babies or something. Here are all the ones we've found, and specific instructions on how to get them. Some of them will require you beating the game first (so you can start with the camera). Happy hunting!



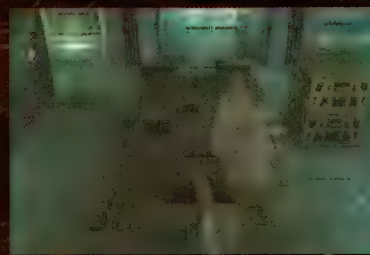
To get this ghost, just aim your camera back at the entrance where Snake first arrived.



Stand against the eastern cliffs, or the box against the eastern cliffs, and take a picture of the security camera near the stairs.



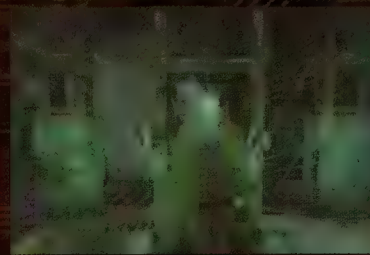
After coming out of the air duct from the tank hangar, take a picture immediately without moving. This one is very difficult to replicate.



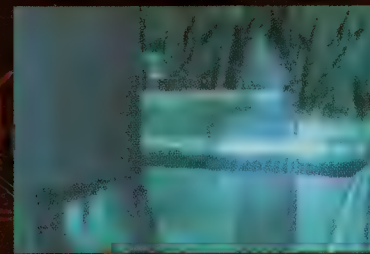
Standing on the second floor of the Tank Hangar, take a shot of the tank that's in front of the elevator.



Take a shot of the DAMPA chief right after he dies. Respect for the dead? Bah!



During the fight with Revolver Ocelot, take a picture of the AT president tied to the pole from his front.



Stand against the corner of the back wall near the water tank and take a picture of the right side of the water tank and the rectangular object.



After your fight with Revolver Ostrich, er, Ocelot, take a picture of the dead AT president. You can take it from any angle, but I got the best results by standing in the right corner.

After arriving in the Heliport, turn around, walk to the edge of the cliff, and take a picture out to sea.

In the Heliport, just stand against the truck or anywhere else where you can see the sleeping guard and take a picture of him. Make sure you see the 25 above his head.

From the Heliport, take the top air duct. When you reach the end where you need to go down, take a picture of the dead end with the ration.

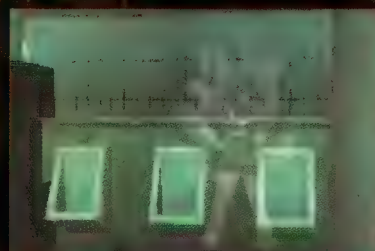
Take a picture of the back of the elevator in the Armory (any floor).

Stand in the top-left corner of the prison area and take a picture of Johnny Sasaki.

After your fight with Revolver Ostrich, er, Ocelot, take a picture of the dead AT president. You can take it from any angle, but I got the best results by standing in the right corner.



As soon as you crawl underneath the door into the Nuke Depot, take a pic of the nuclear missiles.



Walk into the men's room and take a picture of the three urinals. It doesn't matter if a guard's there or not, you'll still capture the ghost.



Prior to your fight with ninja, a cinema will play where ninja impales a guard with his sword. Snap a photo of the dying guard just after the cinema ends.



In the room where you fight ninja, stand in the glass alcove area where you find a ration and take a pic of the Policenauts poster depicting humans.



You only have one chance to take this photo. Stand in front of the mirrors in the women's room and take a shot of your reflection.



In the wolf's cave, take a picture of the first tunnel that Snake must traverse by crawling. The ideal spot to take this photo is in the open area after you've crawled through the tunnel.



After you receive the PSG-1 sniper rifle, upon returning to the snow field, take a picture of the entire field from either of the big doors.



To get this ghost, just aim your camera at the back of the elevator in the Tank Hangar. It doesn't matter which floor.



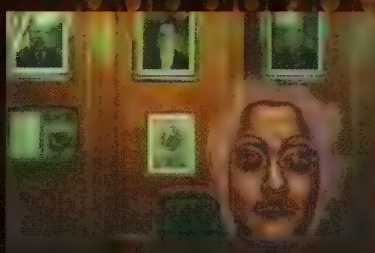
From the spot where you fire your Nikita missile to destroy the Generator, take a picture of that hallway.



Inside the room where you fight ninja, take a shot of the Policenauts poster depicting robots. This ghost is Hideo Kojima, the game's director!



Open the "4" door in the hallway east of the Revolver Ocelot room. Standing in the doorway, face the southeast corner of the room and snap.



Take a picture of this scene in Psycho Mantis' room, with five hanging portraits and a chair.



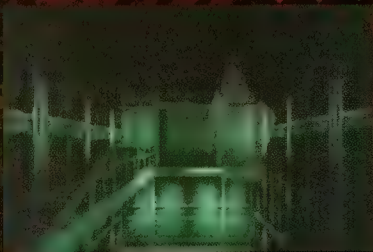
This one's obscenely hard to get. After we found it the first time, it took us over an hour to duplicate: In the wolf cave, facing east, take a picture of the puddle at the very top of the map.



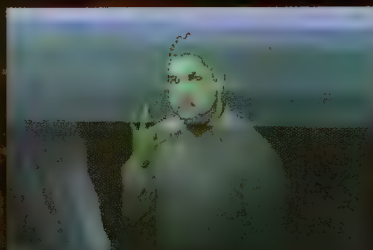
After the fight with Sniper Wolf, stand against the left or right wall and take a picture of Meryl's blood pool.



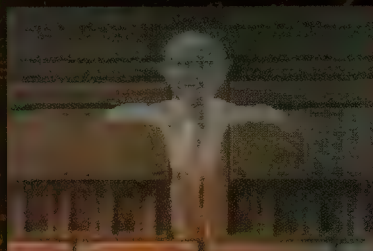
After the first Sniper Wolf battle, go up the stairs where Sniper Wolf was, stand next to the pole on your left, and aim behind the pillar at the pipes below.



After the torture session, upon re-entering the nuke depot, take a shot of the entranceway just as you come through the door from the snow field. This guy just keeps popping up!



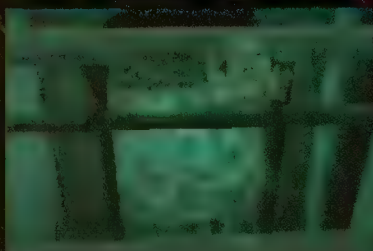
Stand in the middle of the walkway between the Comm towers, aim down, and take a picture.



After killing the first guard in the blast furnace, go to the edge of his balcony, aim straight ahead to the wall, and take a picture of the wall.



In the area right before you fight Vulcan Raven, turn around and take a picture of the lift. You'll have many chances to do this while you deal with the PAL key nonsense. And it is nonsense.



In the aqueduct area with hundreds of cameras, stand in the safe spot in the middle of the bridge, aim toward the waterfall, and snap away.



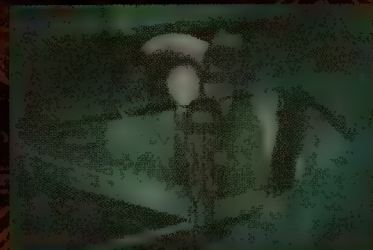
In the room where you insert the PAL keys, turn around and take a picture of the world map.



This one's difficult to find. After you get all your equipment back following the torture sessions, take a picture of the back of the torture chair.



After Liquid Snake destroys the satellite dish atop Comm Tower A, immediately equip the camera, face the wreckage, and snap.



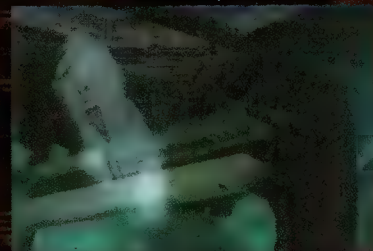
Before your battle with the Hind, go to the second to last floor. Aim your camera down, following the cable that descends into the shaft, and take a picture.



In the blast furnace area, go to the passage-way that leads to the ledge with Stingers. Take a picture of the area to the right, just before you crawl under the pipes.



Take a picture of the middle crate in Vulcan Raven's arena.



Standing next to the stairwell near the computer room in the Metal Gear area, take a picture of the tip of Metal Gear's rail gun.



From the start of the Metal Gear fight, take a picture of the lower-left corner danger barrels.

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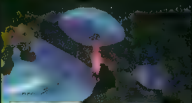
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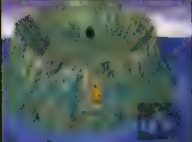
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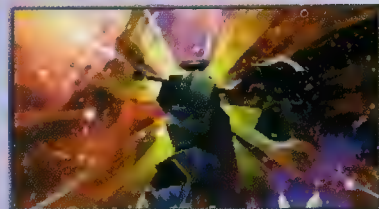


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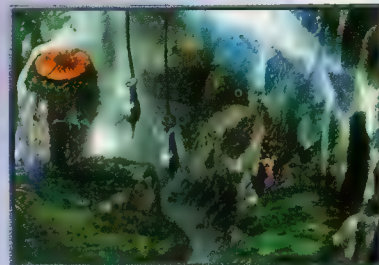
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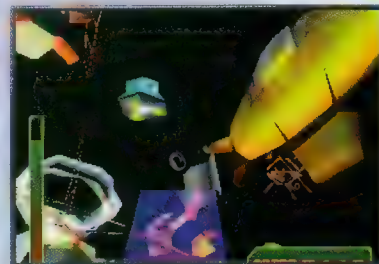
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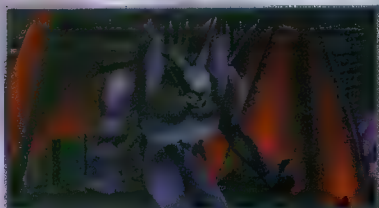


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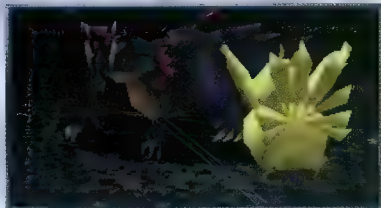


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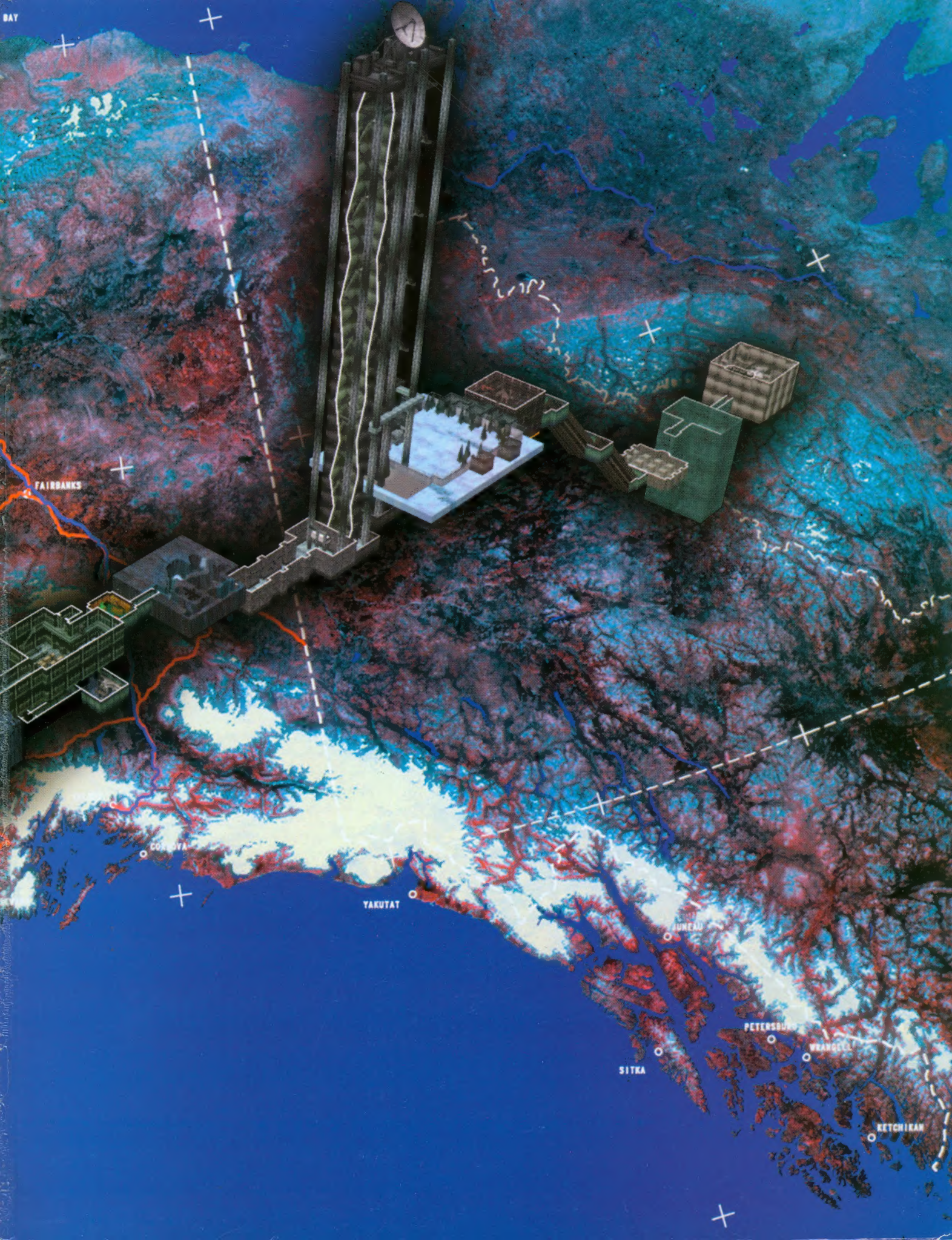
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